

OFFICIAL GAME GUIDE VOL. II

EXPERT
STRATEGY FROM



The
Lord of the Rings
of the
OnlineTM
Shadows of ANGMARTM

WORLD COMPANION

Game Experience May
Change During Online Play

BASED ON A GAME
RATED BY THE
ESRB



The Lord of the Rings Online SHADOWS OF ANGMAR World Companion

PRIMA Official Game Guide Vol. II



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2007 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means,

electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Mario De Govia

Senior Project Editor: Brooke N. Hall

Editor: Shaida Boroumand

Manufacturing: Suzanne Goodwin

Design and Layout: Calibre Grafix

The Syndicate Writers are:

Sean "Dragons" Stalzer

Glenn "Baine" White

Thomas "Bebadd" McGarry

Ron "Briluuria" Wild

Todd "Devils Tamer" Pieprzyk

Byron-James "Firefly" Alcid

Augustine "Gian" Rodriguez

Jennifer "Jaibee" Bayne

Chris "Rift" Massey

Joe "Ulkaur" Boatman

Cynthia "Venusadd" Cheek

Daniel "Vian" Vivona

Jon "Wuntvore" Fortner

Mitchell "Xor" Gross

Visit The Syndicate® at: www.LLTS.org

THE LORD OF THE RINGS ONLINE™: SHADOWS OF ANGMAR™ interactive video game © 1995-2007 Turbine, Inc. and patents pending. All rights reserved. Middle-Earth Poster Map © 2007 The Saul Zaentz Company, d/b/a Tolkien Enterprises (SZC), under license to Turbine, Inc. All rights reserved. "The Lord of the Rings Online", "Shadows of Angmar", The Watcher logo, "The Lord of the Rings" and the names of the characters, events, items and places therein are trademarks or registered trademarks of SZC under license to Turbine, Inc. Turbine and the Turbine logo are trademarks or registered trademarks of Turbine, Inc. in the U.S. and/or other jurisdictions. The ESRB rating icons are registered trademarks of the Entertainment Software Association. All other trademarks are the property of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher/developer makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher/developer assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher/developer cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software.

ISBN: 978-0-7615-5715-9

Library of Congress Catalog Card Number: 2007926188

Printed in the United States of America

07 08 09 10 LL 10 9 8 7 6 5 4 3 2 1



Written by
Michael Searle

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court, Suite 100

Roseville, CA 95661

www.primagames.com



EQUIPMENT & ENCHANTED ITEMS.....	2
MONSTERS AND ENEMY NPCs.....	189
Ancient Evil.....	190
Beasts.....	192
Creatures of Nature.....	214
Dragon-kind.....	217
Dwarves.....	219
Giant-kind.....	222
Men.....	224
Orc-kind.....	233
Spiders and Insects.....	252
The Dead.....	260
The Unseen.....	266
Troll-kind.....	268
Ettenmoors PvMP Creatures.....	274
Fellowship Instances.....	280
QUESTS.....	286
Experience and Money Tiers.....	287
Quest Experience.....	287
Quest Symbols Key.....	290
Angmar.....	290
Angmar: Epic Quests.....	305
Bree-land.....	308
Bree-land: Epic Quests.....	325
Ered Luin.....	331
Ered Luin: Epic Quests.....	338
Ettenmoors.....	344
Lone-Lands.....	353
Lone-Lands: Epic Quests.....	364
Misty Mountains.....	366
Misty Mountains: Epic Quests.....	369
North Downs.....	371
North Downs: Epic Quests.....	390
The Shire.....	392
The Shire: Epic Quests.....	407
Trollshaws.....	410
Trollshaws: Epic Quests.....	415
Class Quests.....	417
Crafting Quests.....	427
DEEDS.....	437



Equipment & Enchanted Items

Golden armour and glowing swords, ancient robes and staves thrumming with power—as you progress through the land, you will acquire expensive equipment and even enchanted items that will enhance your adventuring skills. Your battle prowess and class expertise can only take you so far. An experienced Level 50 adventurer clothed in only simple trousers doesn't stand much of a chance against a fully armed, fully armoured elite Uruk.



Your Level 50 items will give your character a classy look very different from the beginning equipment.

Early in your career, you can upgrade your equipment at armoursmiths and weaponsmiths at the various Free Peoples' towns. Vendors in each region sell level-appropriate common equipment; to get a boost to your armour and weapons, scout out regions slightly higher than your level. You can purchase any equipment within your level range and upgrade any piece to one with a greater armour value.

Most of the time, however, you want a little more from your equipment than armour value. It's important to wade into battle with a tough defence, but your equipment can also contribute to your stats and various class and combat bonuses. Survey your quests for the appointed rewards; if you

can't complete all of them, complete the ones that have the better rewards. Drops from mobs will also help you to secure riches. Elites and rare monsters offer a better chance of magic items, and if you discover an area that holds drop-friendly monsters, visit it for extra loot whenever you have free time from questing.



Delve into the Misty Mountain's snow and ice to retrieve some powerful magic items.

DPS= Damage Per Second

WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Acorn Blade	Sword	17	Rare	9.9	Beleriand	+12 Max Morale
Adso's Axe	Axe	10	Uncommon	5.6	Common	+7 Max Morale, +3 Fate
Adso's Blade	Sword	12	Uncommon	6.4	Common	—
Adso's Club	Club	13	Common	6.3	Common	—
Adso's Two-Handed Axe	Two-handed Axe	13	Common	7	Common	—
Aeglamor	Spear	50	Rare	26.1	Common	+26 Will, +14 Might
Aegrist	Two-handed Sword	31	Rare	19.1	Westerness	+16 Might
Aewolf	Stave	44	Uncommon	23.4	Common	+24 Vitality, +24 Will, +7.5 Power Regeneration out of Combat
Agaros	Two-handed Sword	29	Rare	17.9	Common	+21 Max Power, +21 Max Morale
Agnes' Two-Handed Sword	Two-handed Sword	26	Uncommon	14.4	Common	+8 Fate
Alagonnen	Two-handed Sword	38	Rare	23	Beleriand	+10 Might, +28 Max Power, +10 Vitality
Alagostúr	Stave	42	Rare	25.2	Common	+22 Will
Amarthis	Stave	30	Rare	18.5	Common	+8 Fate, +63 Power Regeneration in Combat, +1.9 Power Regeneration out of Combat
Amarthron	Mace	43	Uncommon	20	Common	+5 Agility, +12 Fate, +1.3 Power Regeneration in Combat
Ancient Bow of Fornost	Bow	28	Rare	17.4	Ancient Dwarf	—
Ancient Longsword	Sword	21	Uncommon	10.4	Common	—
Ancient Longsword	Sword	27	Uncommon	12.8	Common	—
Ancient Longsword	Sword	29	Uncommon	13.6	Common	—
Ancient Longsword	Sword	30	Uncommon	14.4	Common	—
Ancient Longsword of Fate	Sword	19	Uncommon	9.6	Common	+5 Fate
Ancient Longsword of Stamina	Sword	27	Uncommon	12.8	Common	+81 Power Regeneration in Combat
Ancient Steel Axe	Axe	50	Rare	26.1	Common	+1% Parry Chance, +1 Power Regeneration in Combat
Ancient Steel Dagger	Dagger	50	Rare	26.1	Common	+51 Max Power, +14 Agility
Ancient Steel Greatsword	Two-handed Sword	50	Rare	29.7	Common	+100 Max Morale, +28 Vitality
Ancient Steel Sword	Sword	50	Rare	26.1	Common	+51 Max Power, +1 Power Regeneration in Combat
Andbrest	Two-handed Sword	50	Rare	29.7	Common	+102 Max Power, +70 Max Morale
Andranc	Two-handed Sword	35	Rare	21.3	Common	—
Angarch	Spear	50	Rare	26.1	Beleriand	+14 Agility, +5 Fate, +1.5 Power Regeneration in Combat
Angbor	Mace	50	Rare	26.1	Light	+14 Might, +35 Max Morale

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Anghigil	Sword	50	Rare	26.1	Common	+14 Might, +14 Vitality, +50 Max Morale, +1% Parry Chance
Anglang	Sword	25	Rare	13.5	Common	+7 Will, +7 Fate, +18 Max Morale
Annundúr	Mace	50	Rare	26.1	Westernesse	+14 Vitality, +14 Fate
Anorchathol	Two-handed Sword	21	Rare	13.5	Beleriand	+12 Vitality
Anthel	Spear	50	Rare	26.1	Westernesse	+14 Might, +1.5 Power Regeneration in Combat, +14 Will
Anwarchris	Sword	34	Rare	18	Common	+9 Might, +9 Vitality
Apple Seeker	Mace	7	Common	3.5	Common	—
Areneth's Hammer	Hammer	50	Uncommon	23.2	Common	+50 Max Morale, +1.9 Power Regeneration out of Combat
Areneth's Staff	Stave	50	Rare	29.7	Common	+102 Max Power, +3 Power Regeneration in Combat
Arohir's Axe	Axe	33	Uncommon	16	Common	+9 Fate, +9 Vitality
Arohir's Crossbow	Crossbow	33	Uncommon	17.9	Common	—
Ash Bow	Bow	13	Common	7	Common	—
Ash Crossbow	Crossbow	13	Common	7	Common	—
Ash Hammer	Hammer	13	Common	6.3	Common	—
Ash Spear	Spear	13	Common	6.3	Common	—
Ash Staff	Stave	4	Common	2.7	Common	—
Ash Staff	Stave	13	Common	7	Common	—
Ash Staff	Stave	14	Uncommon	8.5	Common	—
Ash Staff of the Hunter	Stave	18	Uncommon	10.5	Common	—
Athelsloff	Mace	50	Rare	26.1	Common	+3 Power Regeneration in Combat, +72 Max Power
Auger	Sword	50	Incomparable	27.6	Light	+1% Critical Hit Chance, +14 Agility, +14 Fate
Aurochs Skinner	Sword	26	Uncommon	12.8	Common	+8 Might
Avalgeis	Mace	43	Rare	22.5	Common	+12 Agility
Avorrod	Mace	39	Rare	20.7	Common	+8 Will, +11 Agility
Axe	Axe	1	Common	1.4	Common	+1% Parry Chance
Axe	Axe	45	Rare	23.4	Ancient Dwarf	+1% Parry Chance, +1.4 Power Regeneration in Combat
Axe of Falling Silver	Axe	32	Rare	17.1	Beleriand	+9 Vitality
Axe of Khazad-dûm	Axe	44	Rare	23.4	Ancient Dwarf	+44 Max Morale, +45 Max Power
Axe of Léofa	Axe	41	Rare	21.6	Westernesse	+1% Parry Chance
Axe of Mirrormere	Axe	49	Rare	25.2	Light	+1.5 Power Regeneration in Combat, +13 Agility, +13 Might
Axe of Othrikar	Axe	21	Uncommon	10.4	Common	+6 Might
Axe of the Iron Hills	Axe	37	Rare	19.8	Common	+38 Max Power, +10 Might
Axe of the Mark	Axe	23	Rare	12.6	Fire	+6 Might
Axe of Thorin's Hall	Axe	45	Rare	23.4	Fire	+1% Critical Hit Chance, +12 Might
Axe of Tol Brandir	Axe	16	Rare	9	Common	+3.8 Power Regeneration out of Combat
Back-breaker	Two-handed Sword	40	Rare	24.1	Common	+22 Might, +56 Max Morale
Backed Hand Axe	Axe	8	Uncommon	4.8	Common	—
Backed Hand Axe	Axe	14	Uncommon	7.2	Common	—
Backed Hand Axe	Axe	15	Uncommon	8	Common	—
Backed Hand Axe	Axe	18	Uncommon	8.8	Common	—
Backed Hand Axe	Axe	21	Uncommon	10.4	Common	—
Backed Hand Axe	Axe	22	Uncommon	11.2	Common	—
Backed Hand Axe	Axe	23	Common	9.1	Common	—
Backed Hand Axe	Axe	26	Common	9.8	Common	—
Backed Hand Axe	Axe	29	Common	11.2	Common	—
Backed Hand Axe	Axe	32	Common	11.9	Common	—
Backed Hand Axe of Arda	Axe	5	Uncommon	3.2	Common	—
Backed Hand Axe of Determination	Axe	19	Uncommon	9.6	Common	+5 Will
Backed Hand Axe of Extermination	Axe	16	Uncommon	8	Common	—
Backed Hand Axe of Might	Axe	17	Uncommon	8.8	Common	+5 Might
Backed Hand Axe of the South Kingdom	Axe	28	Uncommon	13.6	Common	—
Backed Hand Axe of the Spirit	Axe	17	Uncommon	8.8	Common	—
Backed Hand Axe of Vigour	Axe	15	Uncommon	8	Common	+4 Vitality
Backed Long Axe	Two-handed Axe	20	Uncommon	11.5	Common	—
Backed Long Axe	Two-handed Axe	23	Uncommon	13	Common	—
Backed Long Axe	Two-handed Axe	24	Uncommon	13.5	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Backed Long Axe of Fleetness	Two-handed Axe	18	Uncommon	10.5	Common	+10 Agility
Backed Long Axe of Might	Two-handed Axe	16	Uncommon	9.5	Common	+10 Might
Backed Long Axe of the Goblin-wars	Two-handed Axe	13	Uncommon	8	Common	—
Backed Poleaxe	Two-handed Axe	43	Uncommon	22.9	Common	—
Backed Poleaxe of Strengthening	Two-handed Axe	44	Uncommon	23.4	Common	—
Balanced Dagger	Dagger	2	Common	1.4	Common	—
Balanced Dagger	Dagger	5	Common	2.8	Common	—
Balanced Dagger	Dagger	8	Common	3.5	Common	—
Balanced Dagger	Dagger	11	Common	4.9	Common	—
Balanced Dagger	Dagger	11	Uncommon	6.4	Common	—
Balanced Dagger	Dagger	16	Uncommon	8	Common	—
Balanced Dagger	Dagger	44	Common	16.1	Common	—
Balanced Dagger	Dagger	45	Uncommon	20.8	Common	—
Balanced Dagger	Dagger	47	Common	17.5	Common	—
Balanced Dagger of Arda	Dagger	16	Uncommon	8	Common	—
Balanced Dagger of the Goblin-wars	Dagger	25	Uncommon	12	Common	—
Balanced Dagger of the Mountains	Dagger	45	Uncommon	20.8	Common	—
Balanced Dagger of the Spirit	Dagger	17	Uncommon	8.8	Common	—
Balanced Dagger of Wounding	Dagger	44	Uncommon	20.8	Common	—
Balandram	Mace	35	Rare	18.9	Fire	+9 Might, +25 Max Morale
Bane of Mordirith	Two-handed Sword	50	Rare	29.7	Westernesse	+100 Max Morale, +72 Max Power
Bane of the Dourhands	Two-handed Sword	15	Uncommon	9	Common	+4 Vitality
Bantam Hammer	Hammer	38	Common	14	Common	—
Bantam Hammer	Hammer	47	Uncommon	21.6	Common	—
Barachen's Mallet	Mace	34	Uncommon	16	Common	+9 Fate
Barashal's Doom	Sword	50	Rare	26.1	Common	+14 Agility, +14 Vitality, +50 Max Morale
Barbed Spear	Spear	18	Uncommon	8.8	Common	—
Barbed Spear	Spear	24	Uncommon	12	Common	—
Barbed Spear	Spear	25	Uncommon	12	Common	—
Barbed Spear	Spear	27	Uncommon	12.8	Common	—
Barbed Spear	Spear	37	Uncommon	17.6	Common	—
Barbed Spear	Spear	39	Uncommon	18.4	Common	—
Barbed Spear of Determination	Spear	25	Uncommon	12	Common	+7 Will
Barbed Spear of Might	Spear	20	Uncommon	10.4	Common	+5 Might
Barbed Spear of Might	Spear	26	Uncommon	12.8	Common	+8 Might
Barbed Spear of Ruin	Spear	36	Uncommon	16.8	Common	—
Barbed Spear of the Mountains	Spear	20	Uncommon	10.4	Common	—
Barbed Spear of the North	Spear	28	Uncommon	13.6	Common	—
Barbed Spear of Vigour	Spear	28	Uncommon	13.6	Common	+8 Vitality
Bargbrót	Two-handed Sword	37	Rare	22.4	Common	+20 Might
Bargstaff	Stave	46	Rare	27.5	Common	+2% Parry Chance
Barnaith	Spear	36	Rare	18.9	Light	+9 Vitality, +1.1 Power Regeneration in Combat
Battle Axe	Two-handed Axe	22	Uncommon	12.5	Common	—
Battle Axe	Two-handed Axe	23	Uncommon	13	Common	—
Battle Axe	Two-handed Axe	24	Uncommon	13.5	Common	—
Battle Axe	Two-handed Axe	39	Uncommon	20.9	Common	—
Battle Axe of Might	Two-handed Axe	19	Uncommon	11	Common	+10 Might
Battle Axe of Might	Two-handed Axe	36	Uncommon	19.4	Common	+18 Might, +52 Max Morale
Battle Crossbow	Crossbow	41	Common	16.9	Common	—
Battle Crossbow	Crossbow	41	Uncommon	21.9	Common	—
Battle Crossbow	Crossbow	44	Common	18.1	Common	—
Battle Crossbow of the Spirit	Crossbow	44	Uncommon	23.4	Common	—
Battle Halberd of Fate	Halberd	38	Uncommon	20.4	Common	+20 Fate
Battle Halberd of Might	Halberd	37	Uncommon	19.9	Common	+20 Might, +20 Agility
Battle Halberd of Might	Halberd	40	Uncommon	21.4	Common	+22 Might, +22 Agility

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Battle Halberd of the Spirit	Halberd	43	Uncommon	22.9	Common	—
Battle Halberd of Vigour	Halberd	44	Uncommon	23.4	Common	+24 Vitality, +64 Max Power
Battle Halberd of Wounding	Halberd	41	Uncommon	21.9	Common	—
Battle Halberd	Halberd	30	Uncommon	16.4	Common	—
Battle Halberd	Halberd	31	Common	13.1	Common	—
Battle Halberd	Halberd	34	Common	14.2	Common	—
Battle Halberd	Halberd	39	Uncommon	20.9	Common	—
Battle Halberd	Halberd	40	Uncommon	21.4	Common	—
Battle Halberd	Halberd	44	Uncommon	23.4	Common	—
Battle Mallet	Mace	41	Common	15.4	Common	—
Battle Pick	Mace	26	Common	9.8	Common	—
Battle Pick	Mace	29	Common	11.2	Common	—
Battle Pick	Mace	32	Common	11.9	Common	—
Battle Pick	Mace	35	Uncommon	16.8	Common	+2% Critical Hit Chance
Battle Pick	Mace	39	Uncommon	18.4	Common	+2% Critical Hit Chance
Battle Pick	Mace	40	Uncommon	18.4	Common	+2% Critical Hit Chance
Battle Pick	Mace	44	Uncommon	20.8	Common	+2% Critical Hit Chance
Battle Pick	Mace	48	Uncommon	22.4	Common	+2% Critical Hit Chance
Battle Pick of Fleetness	Mace	32	Uncommon	15.2	Common	+9 Agility
Battle Pick of Might	Mace	48	Uncommon	22.4	Common	+26 Might
Battle Pick of Ruin	Mace	31	Uncommon	15.2	Common	—
Battle Pick of Stamina	Mace	43	Uncommon	20	Common	—
Battle Pick of Stamina	Mace	36	Uncommon	16.8	Common	+.76 Power Regeneration in Combat
Battle Pick of Wounding	Mace	39	Uncommon	18.4	Common	—
Bávor's Blade	Sword	14	Uncommon	7.2	Common	+4 Fate
Bear Knife	Dagger	5	Common	2.8	Common	—
Bear Knife	Dagger	8	Common	3.5	Common	—
Bear Knife	Dagger	11	Common	4.9	Common	—
Bear Knife	Dagger	14	Common	5.6	Common	—
Bear Knife	Dagger	17	Common	7	Common	—
Bear Knife	Dagger	20	Common	7.7	Common	—
Bear Knife	Dagger	20	Uncommon	10.4	Common	—
Bear Knife	Dagger	23	Common	9.1	Common	—
Bear Knife	Dagger	26	Common	9.8	Common	—
Bear Knife	Dagger	29	Common	11.2	Common	—
Bear Knife	Dagger	30	Uncommon	14.4	Common	—
Bear Knife	Dagger	32	Common	11.9	Common	—
Bear Knife	Dagger	33	Uncommon	16	Common	—
Bear Knife	Dagger	35	Common	13.3	Common	—
Bear Knife	Dagger	38	Common	14	Common	—
Bear Knife	Dagger	41	Common	15.4	Common	—
Bear Knife	Dagger	41	Uncommon	19.2	Common	—
Bear Knife	Dagger	42	Uncommon	20	Common	—
Bear Knife	Dagger	44	Common	16.1	Common	—
Bear Knife	Dagger	47	Common	17.5	Common	—
Bear Knife of Extermination	Dagger	6	Uncommon	4	Common	—
Bear Knife of Fleetness	Dagger	29	Uncommon	13.6	Common	+8 Agility
Bear Knife of Fleetness	Dagger	32	Uncommon	15.2	Common	+9 Agility
Bear Knife of Inspiration	Dagger	38	Uncommon	17.6	Common	—
Bear Knife of Stamina	Dagger	49	Uncommon	22.4	Common	+1.5 Power Regeneration in Combat, +13 Fate
Bear Knife of Stone-cutting	Dagger	33	Uncommon	16	Common	—
Bear Knife of Strengthening	Dagger	28	Uncommon	13.6	Common	—
Bear Knife of Strengthening	Dagger	38	Uncommon	17.6	Common	—
Bear Knife of the North Kingdom	Dagger	39	Uncommon	18.4	Common	—
Bear Knife of Vigour	Dagger	42	Uncommon	20	Common	+12 Vitality



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Bejeweled Metal Staff	Stave	37	Uncommon	19.9	Common	+1% Critical Hit Chance
Bejeweled Metal Staff	Stave	40	Uncommon	21.4	Common	+1% Critical Hit Chance
Bejeweled Metal Staff	Stave	42	Uncommon	22.4	Common	+1% Critical Hit Chance
Bejeweled Metal Staff	Stave	43	Uncommon	22.9	Common	+1% Critical Hit Chance
Bejeweled Metal Staff	Stave	47	Uncommon	24.9	Common	+1% Critical Hit Chance
Bejeweled Metal Staff	Stave	48	Uncommon	25.4	Common	+1% Critical Hit Chance
Bejeweled Metal Staff of Fate	Stave	49	Uncommon	25.9	Common	+26 Fate
Bejeweled Metal Staff of Fleetness	Stave	47	Uncommon	24.9	Common	+26 Agility
Bejeweled Metal Staff of Inspiration	Stave	38	Uncommon	20.4	Common	—
Bejeweled Metal Staff of Ruin	Stave	46	Uncommon	24.4	Common	—
Belegolf	Stave	33	Rare	20.2	Light	+3% Magic Defence
Belegúr	Two-handed Sword	48	Rare	28.6	Common	—
Bent Dagger	Dagger	1	Common	1.4	Common	—
Beveled Halberd	Halberd	46	Common	18.8	Common	—
Birch Shortbow	Bow	20	Uncommon	11.5	Common	—
Birch Shortbow	Bow	24	Uncommon	13.5	Common	—
Birch Shortbow	Bow	30	Uncommon	16.4	Common	—
Birch Shortbow	Bow	40	Uncommon	21.4	Common	—
Birch Shortbow	Bow	43	Uncommon	22.9	Common	—
Birch Shortbow	Bow	49	Uncommon	25.9	Common	—
Birch Shortbow of Bluffing	Bow	30	Uncommon	16.4	Common	—
Birch Shortbow of Bluffing	Bow	46	Uncommon	24.4	Common	—
Birch Shortbow of Inspiration	Bow	43	Uncommon	22.9	Common	—
Birch Shortbow of Ruin	Bow	50	Uncommon	26.4	Common	—
Birch Shortbow of Skill	Bow	19	Uncommon	11	Common	—
Birch Shortbow of Skill	Bow	25	Uncommon	13.9	Common	—
Birch Shortbow of Strengthening	Bow	31	Uncommon	16.9	Common	—
Birch Shortbow of Strengthening	Bow	43	Uncommon	22.9	Common	—
Birch Shortbow of the Goblin-wars	Bow	33	Uncommon	17.9	Common	—
Birch Shortbow of the Hunter	Bow	17	Uncommon	10	Common	—
Birch Shortbow of the Mountains	Bow	27	Uncommon	14.9	Common	—
Birch Shortbow of Wounding	Bow	32	Uncommon	17.4	Common	—
Birch Shortbow of Wounding	Bow	43	Uncommon	22.9	Common	—
Bitbrand	Axe	50	Rare	26.1	Common	+14 Might, +14 Vitality
Black Ash Bow	Bow	45	Uncommon	23.9	Common	—
Black Ash Crossbow	Crossbow	45	Uncommon	23.9	Common	—
Black Ash Hammer	Hammer	45	Uncommon	20.8	Common	+12 Might, +12 Vitality, +66 Max Power
Black Ash Spear	Spear	45	Uncommon	20.8	Common	+1% Parry Chance
Black Ash Staff	Stave	45	Uncommon	23.9	Common	+92 Max Power
Black Biter	Two-handed Sword	30	Uncommon	16.4	Common	+16 Fate, +44 Max Power
Black Bow of Winter	Crossbow	41	Rare	24.7	Ancient Dwarf	—
Black Spear of Thrihyrne	Spear	36	Rare	18.9	Common	+37 Max Power, +9 Might
Blackstock	Crossbow	50	Rare	29.7	Common	—
Blackwold Bow	Bow	10	Uncommon	6.5	Common	—
Blade of Brightness	Sword	31	Rare	17.1	Light	+8 Might
Blade of Celebrant	Sword	28	Rare	15.3	Common	+28 Max Morale
Blade of Daring	Sword	45	Incomparable	24.7	Westernesse	+12 Might, +12 Agility, +1.4 Power Regeneration in Combat, +1% Critical Hit Chance
Blade of Gondolin	Sword	46	Rare	24.3	Fire	+12 Agility, +12 Might, +33 Max Morale
Blade of Rivendell	Sword	45	Rare	23.4	Westernesse	+1% Critical Hit Chance, +12 Fate
Blade of the Barrow-downs	Sword	10	Rare	6.3	Light	+8 Max Power
Blade of the Company	Sword	48	Rare	25.2	Ancient Dwarf	+1.4 Power Regeneration in Combat, +13 Agility
Blade of the Forgotten	Sword	14	Rare	8.1	Fire	+4 Vitality
Blade of the Sundering Seas	Sword	24	Rare	13.5	Beleriand	+25 Max Power
Blade of the Valiant	Sword	39	Rare	20.7	Westernesse	+11 Vitality
Blade of the Willow	Sword	20	Rare	11.7	Fire	+5 Agility
Blade of White Fire	Sword	42	Rare	22.5	Light	+1% Parry Chance, +12 Might

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Bloodhand's Doom	Sword	34	Rare	18	Common	+9 Might, +7 Will, +1.9 Power Regeneration out of Combat
Bloodletter	Sword	22	Rare	12.6	Fire	—
Bloodstone Staff	Stave	44	Rare	26.3	Fire	+24 Might, +24 Agility, +10 Vitality, +62 Max Morale
Bloodtusk Knife	Dagger	1	Uncommon	2	Common	—
Blunted Mace	Mace	8	Common	3.5	Common	—
Boar Hunter's Mace	Mace	8	Common	4.2	Common	—
Boar-Tooth Dagger	Sword	34	Rare	18	Common	+9 Might, +9 Vitality
Boggs's Greatsword	Two-handed Sword	12	Common	6.5	Common	—
Bognagol	Sword	48	Incomparable	26.6	Fire	+13 Agility, +48 Max Morale
Bonebreaker	Mace	37	Rare	19.8	Common	+10 Fate
Bone-splitter	Two-handed Sword	50	Rare	29.7	Common	+28 Vitality
Bonfire Club	Club	45	Rare	23.4	Common	+12 Agility, +33 Max Power
Boot Knife	Dagger	5	Common	2.8	Common	—
Boot Knife	Dagger	8	Common	3.5	Common	—
Boot Knife	Dagger	11	Common	4.9	Common	—
Boot Knife	Dagger	14	Common	5.6	Common	—
Boot Knife	Dagger	17	Common	7	Common	—
Boot Knife	Dagger	19	Uncommon	9.6	Common	—
Boot Knife	Dagger	20	Common	7.7	Common	—
Boot Knife	Dagger	23	Common	9.1	Common	—
Boot Knife	Dagger	24	Uncommon	12	Common	—
Boot Knife	Dagger	26	Common	9.8	Common	—
Boot Knife	Dagger	26	Uncommon	12.8	Common	—
Boot Knife	Dagger	27	Uncommon	12.8	Common	—
Boot Knife	Dagger	29	Common	11.2	Common	—
Boot Knife	Dagger	31	Uncommon	15.2	Common	—
Boot Knife	Dagger	32	Common	11.9	Common	—
Boot Knife	Dagger	35	Common	13.3	Common	—
Boot Knife	Dagger	35	Uncommon	16.8	Common	—
Boot Knife	Dagger	38	Common	14	Common	—
Boot Knife	Dagger	41	Common	15.4	Common	—
Boot Knife	Dagger	44	Common	16.1	Common	—
Boot Knife	Dagger	45	Rare	23.4	Light	+1% Critical Hit Chance, +12 Fate
Boot Knife	Dagger	47	Common	17.5	Common	—
Boot Knife of Determination	Dagger	35	Uncommon	16.8	Common	+9 Will
Boot Knife of Fate	Dagger	30	Uncommon	14.4	Common	+8 Fate
Boot Knife of Fate	Dagger	33	Uncommon	16	Common	+9 Fate
Boot Knife of Fleetness	Dagger	25	Uncommon	12	Common	+7 Agility
Boot Knife of Might	Dagger	49	Uncommon	22.4	Common	+13 Might
Boot Knife of Stamina	Dagger	48	Uncommon	22.4	Common	+1.4 Power Regeneration in Combat
Boot Knife of Strengthening	Dagger	34	Uncommon	16	Common	—
Boot Knife of the Hunter	Dagger	13	Uncommon	7.2	Common	—
Boot Knife of Wounding	Dagger	34	Uncommon	16	Common	—
Boot Knife of Wounding	Dagger	47	Uncommon	21.6	Common	—
Bow	Bow	1	Common	1.7	Common	—
Bow	Bow	45	Rare	26.9	Beleriand	—
Bow of Buckland	Bow	23	Rare	14.6	Common	—
Bow of Forbidden Truths	Bow	40	Rare	24.1	Light	—
Bow of Lugras	Bow	45	Rare	26.9	Common	—
Bow of Malenhad	Bow	44	Uncommon	23.4	Common	—
Bow of Midsummer's Eve	Bow	39	Rare	23.5	Westernesse	—
Bow of Nimrodel	Bow	48	Rare	28.6	Light	—
Bow of Rhovanion	Crossbow	47	Rare	28	Light	—
Bow of Rivendell	Bow	45	Rare	26.9	Beleriand	—
Bow of Shadowy Might	Bow	40	Uncommon	21.4	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Bow of the Adventurer	Bow	8	Rare	6.2	Common	—
Bow of the Barrow-downs	Bow	35	Rare	21.3	Fire	—
Bow of the Black Swan	Crossbow	43	Rare	25.8	Ancient Dwarf	—
Bow of the Eagle	Bow	14	Rare	9.5	Light	—
Bow of the Limlight	Crossbow	30	Rare	18.5	Fire	—
Bow of the Rising Moon	Crossbow	34	Rare	20.7	Common	—
Bow of the Seven Fathers	Crossbow	50	Rare	29.7	Fire	—
Bow of the Silver Swan	Bow	26	Rare	16.3	Fire	—
Bow of the Starless Night	Bow	30	Rare	18.5	Common	—
Bow of the White Mountains	Crossbow	36	Rare	21.9	Common	—
Bracegirdle Dirk	Dagger	12	Uncommon	6.4	Common	+4 Agility
Bracegirdle's Staff	Staff	12	Uncommon	7.5	Common	+8 Vitality
Braigiar's Spear	Spear	48	Rare	25.2	Common	+13 Might, +13 Agility, +48 Max Morale
Brandybuck's Cudgel	Mace	18	Uncommon	8.8	Common	+5 Vitality
Breath-ender	Bow	50	Rare	29.7	Light	—
Brechathol	Two-handed Sword	31	Rare	19.1	Common	+8 Might, +8 Fate
Bregaith	Spear	13	Uncommon	7.2	Common	+4 Agility
Bregar's Blade	Sword	7	Common	3.5	Common	—
Bregdram	Mace	28	Uncommon	13.6	Common	+8 Agility, +8 Vitality
Bregnam	Mace	14	Uncommon	7.2	Common	+4 Agility
Brethilwen's Mace	Mace	7	Common	3.5	Common	—
Bright Steel Axe	Axe	24	Uncommon	12	Common	+7 Fate
Bright Steel Dagger	Dagger	24	Uncommon	12	Common	+7 Agility
Bright Steel Greatsword	Two-handed Sword	24	Uncommon	13.5	Common	+1 Power Regeneration in Combat
Bright Steel Sword	Sword	24	Uncommon	12	Common	+17 Max Morale
Broad-head Halberd	Halberd	28	Common	11.9	Common	—
Broad-head Halberd	Halberd	31	Common	13.1	Common	—
Broad-head Halberd	Halberd	38	Uncommon	20.4	Common	+76 Max Morale
Broad-head Halberd	Halberd	42	Uncommon	22.4	Common	+84 Max Morale
Broad-head Halberd of Inspiration	Halberd	37	Uncommon	19.9	Common	—
Broad-head Halberd of Inspiration	Halberd	39	Uncommon	20.9	Common	—
Broad-head Halberd of Vigour	Halberd	40	Uncommon	21.4	Common	+22 Vitality
Broad-head Halberd of Wounding	Halberd	35	Uncommon	18.9	Common	—
Broad-head Spear of Vigour	Spear	37	Uncommon	17.6	Common	+10 Vitality
Broadsword	Sword	13	Uncommon	7.2	Common	—
Broadsword	Sword	17	Common	7	Common	—
Broadsword	Sword	23	Uncommon	11.2	Common	—
Broadsword	Sword	24	Uncommon	12	Common	—
Broadsword	Sword	35	Common	13.3	Common	—
Broadsword	Sword	38	Common	14	Common	—
Broadsword	Sword	38	Uncommon	17.6	Common	—
Broadsword	Sword	39	Uncommon	18.4	Common	—
Broadsword	Sword	41	Common	15.4	Common	—
Broadsword	Sword	43	Uncommon	20	Common	—
Broadsword	Sword	44	Common	16.1	Common	—
Broadsword	Sword	47	Common	17.5	Common	—
Broadsword of Determination	Sword	21	Uncommon	10.4	Common	+6 Will
Broadsword of Endurance	Sword	38	Uncommon	17.6	Common	+3.8 Power Regeneration out of Combat, +10 Agility
Broadsword of Inspiration	Sword	26	Uncommon	12.8	Common	—
Broadsword of Might	Sword	50	Uncommon	23.2	Common	+14 Might
Broadsword of Ruin	Sword	42	Uncommon	20	Common	—
Broadsword of Strengthening	Sword	41	Uncommon	19.2	Common	—
Broadsword of the South Kingdom	Sword	12	Uncommon	6.4	Common	—
Broadsword of Vigour	Sword	22	Uncommon	11.2	Common	+6 Vitality
Brognam	Two-handed Sword	38	Rare	23	Fire	+2.3 Power Regeneration in Combat, +3.8 Power Regeneration out of Combat
Bronwennam	Mace	43	Uncommon	20	Common	+12 Vitality, +12 Will, +1% Critical Hit Chance

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Bronweolf	Stave	12	Uncommon	7.5	Common	+8 Vitality
Bronze Axe	Axe	7	Common	3.5	Common	—
Bronze Dagger	Dagger	7	Common	3.5	Common	—
Bronze Greatsword	Two-handed Sword	7	Common	4.4	Common	—
Bronze Sword	Sword	7	Common	3.5	Common	—
Brownlock's Blade	Sword	7	Common	3.5	Common	—
Brownlock's Knife	Dagger	30	Rare	16.2	Ancient Dwarf	+8 Agility, +8 Vitality
Brownlock's Mace	Mace	6	Common	3.5	Common	—
Brunfing	Crossbow	45	Rare	26.9	Fire	—
Brúni's Slayer	Sword	29	Uncommon	13.6	Common	+8 Fate, +16 Vitality
Bullroarer's Son	Mace	50	Rare	26.1	Common	+14 Fate, +14 Might
Butterbur's Cudgel	Mace	34	Rare	18	Beleriand	+1% Parry Chance
Butterbur's Longsword	Sword	10	Uncommon	5.6	Common	+3 Fate
Callum's Bow	Bow	10	Uncommon	6.5	Common	—
Callum's Mace	Mace	10	Uncommon	5.6	Common	—
Callum's Staff	Stave	10	Uncommon	5.7	Common	+6 Will
Candaith's Spare Bow	Bow	18	Uncommon	10.5	Common	-9.8 Threat Reduction
Capped Staff	Stave	13	Common	6.2	Common	—
Capped Staff	Stave	16	Common	7.3	Common	—
Capped Staff	Stave	19	Common	8.5	Common	—
Captain's Halberd	Halberd	15	Rare	10.1	Common	+8 Vitality, +4 Fate
Carn Dum Staff	Stave	50	Rare	29.7	Light	+100 Max Morale, +36 Max Power
Carved Black Ash Bow	Bow	50	Rare	29.7	Light	+3% Ranged Defence
Carved Black Ash Crossbow	Crossbow	50	Rare	29.7	Light	+3% Ranged Defence
Carved Black Ash Hammer	Mace	50	Rare	26.1	Light	+51 Max Power, +1.5 Power Regeneration in Combat, +14 Might
Carved Black Ash Spear	Spear	50	Rare	26.1	Light	+50 Max Morale, +1.5 Power Regeneration in Combat, +14 Agility
Carved Black Ash Staff	Stave	50	Rare	29.7	Light	+3% Magic Defence, +28 Fate, +28 Will
Carved Lebethron Bow	Bow	38	Rare	23	Beleriand	—
Carved Lebethron Crossbow	Crossbow	38	Rare	23	Beleriand	—
Carved Lebethron Hammer	Hammer	38	Rare	19.8	Beleriand	+1.1 Power Regeneration in Combat
Carved Lebethron Spear	Spear	38	Rare	19.8	Beleriand	+39 Max Power
Carved Lebethron Staff	Stave	38	Rare	23	Beleriand	+3% Magic Defence
Carved Yew Bow	Bow	30	Rare	18.5	Common	—
Carved Yew Crossbow	Crossbow	30	Rare	18.5	Common	—
Carved Yew Hammer	Mace	30	Rare	16.2	Common	+8 Agility
Carved Yew Spear	Spear	30	Rare	16.2	Common	+8 Might
Carved Yew Staff	Stave	30	Rare	18.5	Common	+21 Max Morale
Catchpole's Club	Club	10	Common	4.9	Common	—
Celairant's Mace	Mace	13	Common	6.3	Common	—
Celairant's Sword	Sword	13	Common	6.3	Common	—
Celebnel	Two-handed Sword	22	Rare	14	Beleriand	+66 Power Regeneration in Combat
Celegdam	Mace	31	Uncommon	15.2	—	—
Celeglang	Sword	29	Rare	15.3	—	—
Cempa	Two-handed Sword	28	Uncommon	15.4	Common	+16 Vitality, +16 Will
Changer's Club	Club	36	Rare	18.9	Common	+9 Might
Chasing Hammer	Hammer	29	Common	11.2	Common	—
Chasing Hammer	Hammer	32	Common	11.9	Common	—
Chasing Hammer	Hammer	41	Uncommon	19.2	Common	—
Chasing Hammer	Hammer	45	Uncommon	20.8	Common	—
Chasing Hammer	Hammer	48	Uncommon	22.4	Common	—
Chasing Hammer of Fleetness	Hammer	42	Uncommon	20	Common	+12 Agility, +12 Might
Chasing Hammer of Inspiration	Hammer	49	Uncommon	22.4	Common	—
Chasing Hammer of Might	Hammer	38	Uncommon	17.6	Common	+20 Might
Chasing Hammer of Stone-cutting	Hammer	44	Uncommon	20.8	Common	—
Chasing Hammer of Vigour	Hammer	49	Uncommon	22.4	Common	+13 Vitality, +13 Will
Chief Watcher's Bow	Bow	22	Uncommon	12.5	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Chisel-edge Hammer	Hammer	11	Common	4.9	Common	—
Chisel-edge Hammer	Hammer	14	Common	5.6	Common	—
Chisel-edge Hammer	Hammer	17	Common	7	Common	—
Chisel-edge Hammer	Hammer	17	Uncommon	8.8	Common	—
Chisel-edge Hammer	Hammer	21	Uncommon	10.4	Common	—
Chisel-edge Hammer	Hammer	22	Uncommon	11.2	Common	—
Chisel-edge Hammer	Hammer	25	Uncommon	12	Common	—
Chisel-edge Hammer	Hammer	29	Uncommon	13.6	Common	—
Chisel-edge Hammer	Hammer	30	Uncommon	14.4	Common	—
Chisel-edge Hammer of Arda	Hammer	12	Uncommon	6.4	Common	—
Chisel-edge Hammer of Fate	Hammer	30	Uncommon	14.4	Common	+8 Fate, +8 Agility
Chisel-edge Hammer of Fleetness	Hammer	24	Uncommon	12	Common	+7 Agility
Chisel-edge Hammer of Might	Hammer	25	Uncommon	12	Common	+7 Might
Claymore	Two-handed Sword	13	Uncommon	8	Common	—
Claymore of Arda	Two-handed Sword	9	Uncommon	6	Common	—
Claymore of Endurance	Two-handed Sword	22	Uncommon	12.5	Common	+7.5 Power Regeneration out of Combat
Claymore of Fleetness	Two-handed Sword	22	Uncommon	12.5	Common	+12 Agility
Claymore of Might	Two-handed Sword	18	Uncommon	10.5	Common	+10 Might
Claymore of Might	Two-handed Sword	19	Uncommon	11	Common	+10 Might
Claymore of Strengthening	Two-handed Sword	24	Uncommon	13.5	Common	—
Claymore of the Spirit	Two-handed Sword	18	Uncommon	10.5	Common	—
Cleaved Halberd	Halberd	15	Common	6.9	Common	—
Cleaved Halberd	Halberd	17	Common	7.7	Common	—
Club	Club	1	Common	1.4	Common	+1.5 Power Regeneration out of Combat
Club of Brandy Hall	Club	40	Rare	24.1	Westernesse	+22 Might, +82 Max Power
Club of Celebrant	Club	38	Rare	19.8	Light	+38 Max Morale, +10 Might, +10 Fate
Club of Dunland	Club	21	Rare	11.7	Ancient Dwarf	+16 Max Power
Club of Michel Delving	Club	49	Rare	25.2	Fire	+1.5 Power Regeneration in Combat, +10 Will, +13 Might, +35 Max Morale
Club of Mount Gram	Club	43	Rare	22.5	Light	+12 Might, +12 Vitality
Club of Song	Club	45	Incomparable	24.7	Beleriand	+46 Max Power, +1.4 Power Regeneration in Combat
Club of the Adventurer	Club	15	Rare	9	Light	+4 Vitality
Club of the Bear	Club	11	Rare	7.2	Common	+4 Might
Club of the Bounder	Club	14	Rare	9.5	Common	+8 Agility
Club of the Bright Stars	Club	44	Rare	26.3	Light	+2.6 Power Regeneration in Combat
Club of the Champion	Club	27	Rare	16.8	Ancient Dwarf	+16 Might, +16 Agility
Club of the Great Took	Club	49	Rare	29.1	Westernesse	+26 Vitality, +26 Agility, +70 Max Morale
Club of the Grey Wood	Club	19	Rare	12.3	Common	+28 Max Morale
Club of the Old Forest	Club	31	Rare	19.1	Light	+64 Max Power
Club of the Oliphant	Club	36	Rare	21.9	Beleriand	+7.5 Power Regeneration out of Combat, +52 Max Morale
Club of the Shire	Club	45	Rare	23.4	Westernesse	+46 Max Power, +12 Might
Club of the Shire-muster	Club	35	Rare	21.3	Common	+18 Will, +52 Max Power
Club of the Withywindle	Club	24	Rare	15.1	Beleriand	+48 Max Morale
Congronn	Two-handed Sword	43	Rare	25.8	Beleriand	+24 Agility, +5 Vitality, +86 Max Morale, +2% Parry Chance
Constable's Halberd	Halberd	22	Uncommon	12.5	Common	—
Constable's Hammer	Hammer	12	Uncommon	6.4	Common	—
Constable's Two-Handed Hammer	Hammer	8	Common	4.8	Common	—
Corunir's Axe	Axe	50	Uncommon	23.2	Common	+3.8 Power Regeneration out of Combat, +1% Parry Chance
Créoth's Bane	Axe	30	Uncommon	14.4	Common	+8 Might, +22 Max Power
Créoth's Justice	Spear	30	Uncommon	14.4	Common	+8 Fate, +8 Vitality
Crescent Halberd	Halberd	40	Common	16.5	Common	—
Crossbow	Crossbow	1	Common	1.7	Common	—
Crossbow	Crossbow	45	Rare	26.9	Common	—
Crossbow of Othrikar	Crossbow	21	Uncommon	10.5	Common	—
Crossbow of Thorin's Halls	Crossbow	45	Rare	26.9	Ancient Dwarf	—
Crowsclaw	Mace	50	Rare	26.1	Common	+1% Parry Chance, +50 Max Morale
Crude Club	Club	1	Common	1.4	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Crude Club	Club	2	Common	1.4	Common	—
Crude Club	Club	5	Common	2.8	Common	—
Crude Shortsword	Sword	1	Common	1.4	Common	—
Crude Wooden Mace	Mace	1	Common	1.4	Common	—
Crusher of Tarbúrz	Two-handed Sword	20	Uncommon	11.5	Common	+5 Might
Crushing Battle Hammer	Hammer	44	Common	16.1	Common	—
Cubrog	Bow	26	Uncommon	14.4	Common	—
Cufaron	Bow	30	Rare	18.5	Westernesse	—
Cugon	Bow	29	Uncommon	15.9	Ancient Dwarf	—
Cuneldor	Bow	42	Rare	25.2	Common	—
Cunning Branch	Mace	50	Rare	26.1	Common	+14 Agility
Cúrain	Bow	50	Rare	29.7	Common	—
Curuchathol	Axe	7	Common	3.5	Common	—
Cururon	Mace	13	Common	6.3	Common	—
Curved Long Axe	Two-handed Axe	12	Common	5.8	Common	—
Daenam	Two-handed Sword	49	Uncommon	25.9	Common	+26 Might, +26 Agility, +70 Max Morale
Daerchrist	Two-handed Sword	30	Uncommon	16.4	Common	+30 Max Morale
Daeronn	Two-handed Sword	12	Uncommon	7.5	Common	+8 Agility
Dagger	Dagger	1	Common	1.4	Common	+1 Agility, +1 Vitality
Dagger of Barazinbar	Dagger	46	Rare	24.3	Common	+12 Fate, +12 Vitality, +12 Might
Dagger of Beleriand	Dagger	28	Rare	15.3	Light	+28 Max Morale
Dagger of Celepharn	Dagger	48	Rare	25.2	Light	+1% Parry Chance, +13 Vitality
Dagger of Halifrien	Dagger	42	Rare	22.5	Common	+12 Vitality, +42 Max Morale
Dagger of Khazad-dûm	Dagger	39	Rare	20.7	Ancient Dwarf	+11 Might
Dagger of Nimdil	Dagger	24	Rare	13.5	Fire	+1% Parry Chance
Dagger of the Grey Mountains	Dagger	19	Rare	10.8	Ancient Dwarf	+57 Power Regeneration in Combat
Dagger of the Juggler	Dagger	10	Rare	6.3	Light	+3 Agility
Dagger of the Night	Dagger	45	Incomparable	24.7	Westernesse	+12 Agility, +12 Will, +33 Max Power, +1% Critical Hit Chance
Dagger of the Serpent	Dagger	33	Rare	18	Light	+34 Max Power
Dagger of the Shire	Dagger	45	Rare	23.4	Light	+1.4 Power Regeneration in Combat, +12 Fate
Dagger of Uial	Dagger	31	Rare	17.1	Common	+8 Vitality, +93 Power Regeneration in Combat
Dagoron	Two-handed Sword	14	Uncommon	8.5	Common	—
Dannasen's Knife	Dagger	29	Uncommon	13.6	Common	+8 Vitality, +8 Agility
Dannasen's Oath	Sword	35	Rare	18.9	Westernesse	+9 Agility, +9 Will
Dannellas	Sword	38	Rare	19.8	Fire	+10 Agility
Dark Blade	Sword	46	Uncommon	21.6	Common	+1% Parry Chance
Dark Claymore	Two-handed Sword	40	Uncommon	21.4	Common	+22 Vitality, +11 Fate
Dark Gladius	Sword	40	Uncommon	18.4	Common	+11 Might, +11 Vitality
Dark Mace	Mace	40	Uncommon	18.4	Common	+40 Max Morale
Dark Staff	Stave	40	Uncommon	21.4	Common	+80 Max Morale
Dark Willow Staff	Stave	40	Common	16.5	Common	—
Dark Willow Staff	Stave	43	Common	17.7	Common	—
Dark Willow Staff	Stave	46	Common	18.8	Common	—
Dark-steel Sword of Inspiration	Sword	35	Uncommon	16.8	Common	—
Dark-steel Sword of Might	Sword	33	Uncommon	16	Common	+9 Might
Dark-steel Sword of Ruin	Sword	43	Uncommon	20	Common	—
Dark-steel Sword of Vigour	Sword	42	Uncommon	20	Common	+12 Vitality, +12 Agility
Dark-steel Sword	Sword	33	Uncommon	16	Common	—
Dark-steel Sword	Sword	42	Uncommon	20	Common	—
Dark-steel Sword of Wounding	Sword	24	Uncommon	12	Common	—
Dark-steel Sword of Wounding	Sword	30	Uncommon	14.4	Common	—
Dark-strung Longbow	Bow	47	Uncommon	22	Common	—
Dark-strung Shortbow	Bow	45	Uncommon	21.1	Common	—
Dead-wood Staff	Stave	13	Common	6.2	Common	—
Dead-wood Staff	Stave	16	Common	7.3	Common	—
Defender of Aughaire	Two-handed Sword	45	Rare	26.9	Fire	+24 Vitality, +24 Fate, +2% Parry Chance



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Defender of Cardolan	Two-handed Sword	18	Uncommon	10.5	Common	+10 Agility
Defender of Trestlebridge	Sword	29	Rare	15.3	Common	+8 Vitality, +8 Will
Defiler Cleaver	Two-handed Sword	34	Uncommon	18.4	Common	+18 Fate, +50 Max Power
Defiler's Conqueror	Two-handed Sword	25	Uncommon	13.9	Common	—
Defiler's Doom	Two-handed Sword	25	Uncommon	13.9	Common	+7 Will
Defiler Sticker	Spear	34	Uncommon	16	Common	+9 Agility, +9 Will
Den-mother Hunter	Sword	8	Uncommon	5.5	Common	—
Digweed's Hammer	Hammer	28	Uncommon	13.6	Common	+20 Max Morale
Dire-strike Dagger	Dagger	33	Rare	18	Common	+9 Agility, +9 Fate
Dirk of Aughaire	Dagger	50	Rare	26.1	Common	+14 Vitality, +14 Will, +3.8 Power Regeneration out of Combat, +1 Power Regeneration in Combat
Dólghart	Two-handed Sword	36	Rare	21.9	Common	+18 Fate
Dolthanc	Two-handed Sword	34	Rare	20.7	Light	+18 Might, +24 Max Morale, +50 Max Power
Donaith's Bow	Bow	50	Rare	29.7	Beleriand	—
Donaith's Longsword	Sword	49	Uncommon	22.4	Common	+13 Might, +13 Agility, +13 Vitality, +13 Fate
Doom of Gurzmat	Sword	43	Rare	22.5	Ancient Dwarf	+5 Might, +12 Agility, +12 Fate, +3.8 Power Regeneration out of Combat
Doom of the Silent Judge	Spear	44	Rare	23.4	Common	+44 Max Morale, +32 Max Power, +1.9 Power Regeneration out of Combat
Doorward's Staff	Stave	50	Rare	29.7	Common	+28 Agility
Dorchrist	Two-handed Sword	29	Uncommon	15.9	Common	+16 Vitality, +42 Max Morale
Dori's Saviour	Axe	30	Rare	16.2	Common	+30 Max Morale
Doronolf	Spear	34	Rare	18	Common	+34 Max Morale
Doronolf	Stave	42	Rare	25.2	Common	+42 Max Morale
Double Bladed Battle Axe of Vigour	Axe	23	Uncommon	11.2	Common	+6 Vitality
Double-ball Hammer	Hammer	41	Common	15.4	Common	—
Double-ball Hammer of Stamina	Hammer	50	Uncommon	23.2	Common	+1 Power Regeneration in Combat
Double-Bladed Axe	Axe	41	Uncommon	19.2	Common	+1% Critical Hit Chance
Double-Bladed Axe of Inspiration	Axe	33	Uncommon	16	Common	—
Double-Bladed Axe of Might	Axe	31	Uncommon	15.2	Common	+8 Might
Double-Bladed Axe of Strengthening	Axe	41	Uncommon	19.2	Common	—
Double-headed Spear	Spear	48	Uncommon	22.4	Common	—
Double-headed Spear of Strengthening	Spear	50	Uncommon	23.2	Common	—
Double-headed Spear of the North	Spear	50	Uncommon	23.2	Common	—
Dourhand's Foe	Stave	30	Uncommon	16.4	Common	+16 Agility, +42 Max Morale
Drafmaes	Two-handed Sword	35	Rare	21.3	Fire	+26 Max Power, +9 Might, +9 Agility
Drake-biter	Axe	49	Rare	25.2	Common	+13 Will, +13 Fate, +1.5 Power Regeneration in Combat
Dual-headed Mallet	Mace	44	Common	16.1	Common	—
Dull Knife	Dagger	1	Common	0.5	Common	—
Dúnglamor	Sword	50	Rare	26.1	Westernesse	+14 Might
Dwarf-craft Axe	Axe	34	Uncommon	16	Common	+9 Might
Dwarf-craft Dagger	Dagger	34	Uncommon	16	Common	+9 Vitality
Dwarf-craft Greatsword	Two-handed Sword	34	Uncommon	18.4	Common	+18 Might
Dwarf-craft Sword	Sword	34	Uncommon	16	Common	+9 Agility
Dwarven Battle Arbalest	Crossbow	47	Common	19.2	Common	—
Dwarven Compound Crossbow	Crossbow	41	Common	16.9	Common	—
Dwarven Compound Crossbow of Bluffing	Crossbow	43	Uncommon	22.9	Common	—
Eagle Staff of Vigour	Stave	47	Uncommon	24.9	Common	+26 Vitality
Egg Smasher	Mace	50	Rare	26.1	Common	+14 Might, +14 Agility, +14 Fate
Egills' Ironwork Bow	Crossbow	48	Rare	28.6	Ancient Dwarf	—
Elder Staff	Stave	50	Incomparable	31.4	Light	+100 Max Morale, +14 Will, +14 Fate
Elder's Doom	Axe	24	Uncommon	12	Common	+7 Might, +1.9 Power Regeneration out of Combat
Eldram	Mace	33	Uncommon	16	Common	+24 Max Morale, +24 Max Power
Elm Axe	Axe	31	Uncommon	15.2	Common	+1% Parry Chance
Elm Bow	Bow	34	Uncommon	18.4	Common	—
Elven Hunting-dagger	Dagger	33	Uncommon	16	Common	+9 Agility
Elven-steel Axe	Axe	45	Uncommon	20.8	Common	+32 Max Morale
Elven-steel Dagger	Dagger	45	Uncommon	20.8	Common	+95 Power Regeneration in Combat

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Elven-steel Greatsword	Two-handed Sword	45	Uncommon	23.9	Common	+1.9 Power Regeneration in Combat
Elven-steel Sword	Sword	45	Uncommon	20.8	Common	+33 Max Power
Elvish Greatsword	Two-handed Sword	38	Uncommon	20.4	Common	—
Elvish Greatsword	Two-handed Sword	42	Uncommon	22.4	Common	—
Elvish Greatsword of Ruin	Two-handed Sword	49	Uncommon	25.9	Common	—
Elvish Greatsword of Vigour	Two-handed Sword	36	Uncommon	19.4	Common	+18 Vitality
Elvish Greatsword of Vigour	Two-handed Sword	40	Uncommon	21.4	Common	+22 Vitality
Elvish Greatsword of Vigour	Two-handed Sword	49	Uncommon	25.9	Common	+26 Vitality
Elvish Greatsword of Wounding	Two-handed Sword	40	Uncommon	21.4	Common	—
Elvish Longsword of Might	Sword	45	Uncommon	20.8	Common	+12 Might, +12 Will
Elvish Longsword of Vigour	Sword	47	Uncommon	21.6	Common	+13 Vitality
Embellished Crossbow	Crossbow	35	Common	14.6	Common	—
Embellished Crossbow	Crossbow	37	Uncommon	19.9	Common	—
Embellished Crossbow	Crossbow	38	Common	15.8	Common	—
Embellished Crossbow of Bluffing	Crossbow	33	Uncommon	17.9	Common	—
Emelin's Staff	Stave	28	Uncommon	15.4	—	—
Enduring Balanced Dagger of Fleetness	Sword	31	Uncommon	15.2	Common	+8 Agility
Enduring Bejeweled Metal Staff of Vigour	Stave	39	Uncommon	20.9	Common	+22 Vitality
Enduring Birch Shortbow of the Hunter	Bow	28	Uncommon	15.4	Common	—
Enduring Broad-head Halberd of Fleetness	Halberd	36	Uncommon	19.4	Common	+18 Agility
Enduring Broadsword of Fleetness	Sword	27	Uncommon	12.8	Common	+8 Agility
Enduring Gilded Elvish Claymore of Might	Two-handed Sword	44	Uncommon	23.4	Common	+24 Might
Enduring Grey-wood Shortbow of the Spirit	Bow	49	Uncommon	25.9	Common	—
Enduring Headman's Axe of Might	Two-handed Axe	25	Uncommon	13.9	Common	+14 Might
Enduring Heavy Battle Mallet of Stamina	Two-handed Hammer	40	Uncommon	21.4	Common	+1.7 Power Regeneration in Combat
Enduring Heavy Chasing Hammer of Vigour	Two-handed Hammer	30	Uncommon	16.4	Common	+16 Vitality
Enduring Heavy Spiked Hand Axe of Stamina	Axe	49	Uncommon	22.4	Common	+1.5 Power Regeneration in Combat
Enduring Heavy Spiked Mace of Vigour	Mace	41	Uncommon	19.2	Common	+11 Vitality
Enduring Heavy War Cleaver of Stamina	Two-handed Axe	50	Uncommon	26.4	Common	+1.5 Power Regeneration in Combat
Enduring Hooked Halberd of Vigour	Two-handed Sword	46	Uncommon	24.4	Common	+24 Vitality
Enduring Long Spiked Hand Axe of Vigour	Axe	36	Uncommon	16.8	Common	+9 Vitality
Enduring Longsword of Fate	Sword	38	Uncommon	17.6	Common	+10 Fate
Enduring Long War Cleaver of Might	Two-handed Axe	37	Uncommon	19.9	Common	+20 Might
Enduring Oak Shortbow	Bow	38	Uncommon	20.4	Common	—
Enduring Spiked Hand Axe of Vigour	Axe	25	Uncommon	12	Common	+7 Vitality
Enduring Square Bat of Stamina	Mace	36	Uncommon	16.8	Common	+1.1 Power Regeneration in Combat
Enduring Steel Battle of Might	Spear	28	Uncommon	13.6	Common	+8 Might
Enduring Studded Stave	Stave	27	Uncommon	14.9	Common	+16 Fate
Enduring Thrusting Spear	Spear	39	Uncommon	18.4	Common	—
Engraved Arbalest	Crossbow	31	Common	13.1	Common	—
Erdram	Mace	50	Rare	26.1	Common	+1% Critical Hit Chance, +14 Might
Eruis	Stave	50	Rare	29.7	Common	+100 Max Morale, +102 Max Power
Erurnam	Two-handed Sword	50	Rare	29.7	Common	+28 Agility, +102 Max Power, +2% Critical Hit Chance
Erynwen's Bow	Bow	4	Common	3.1	Common	—
Erynwen's Staff	Stave	4	Common	3.1	Common	—
Etched Yew Bow	Bow	30	Uncommon	16.4	Common	—
Etched Yew Crossbow	Crossbow	30	Uncommon	16.4	Common	—
Etched Yew Hammer	Hammer	30	Uncommon	14.4	Common	+21 Max Morale
Etched Yew Spear	Spear	30	Uncommon	14.4	Common	+21 Max Morale
Etched Yew Staff	Stave	30	Uncommon	16.4	Common	+16 Vitality



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Exquisite Black Ash Bow	Bow	45	Rare	26.9	Common	—
Exquisite Black Ash Crossbow	Crossbow	45	Rare	26.9	Fire	—
Exquisite Black Ash Hammer	Hammer	45	Rare	23.4	Fire	+64 Max Morale, +12 Fate
Exquisite Black Ash Spear	Spear	45	Rare	23.4	Fire	+66 Max Power, +12 Might
Exquisite Black Ash Staff	Staff	45	Rare	26.9	Fire	+1.9 Power Regeneration in Combat, +24 Will
Faelchrist	Two-handed Sword	34	Uncommon	18.4	Common	+18 Fate, +1.4 Power Regeneration in Combat
Faerdamil's Bane	Mace	50	Rare	26.1	Ancient Dwarf	+14 Might, +14 Agility, +35 Max Morale, +1% Critical Hit Chance
Falco's Hammer	Hammer	12	Uncommon	6.4	Common	—
Falco's Smasher	Two-handed Sword	12	Uncommon	7.5	Common	—
Fall of the Mistress	Sword	42	Rare	22.5	Common	+12 Might, +12 Agility, +5 Vitality, +43 Max Power
Fallbrot	Mace	50	Rare	26.1	Common	+1.5 Power Regeneration in Combat, +14 Might, +3.8 Power Regeneration out of Combat
Fall of Walraig	Sword	44	Rare	23.4	Beleriand	+12 Might, +5 Will, +32 Max Power
Fallohide's Greatclub	Two-handed Club	8	Common	4.8	Common	—
Fancy Backed Long Axe	Two-handed Axe	9	Uncommon	6	Common	—
Fancy Backed Long Axe	Two-handed Axe	11	Uncommon	7	Common	—
Fancy Backed Long Axe of Arda	Two-handed Axe	15	Uncommon	9	Common	—
Fancy Backed Long Axe of the Hunter	Two-handed Axe	17	Uncommon	10	Common	—
Fancy Battle Axe of Fleetness	Two-handed Axe	22	Uncommon	12.5	Common	+12 Agility
Fancy Greatsword	Two-handed Sword	21	Uncommon	12	Common	—
Fancy Greatsword	Two-handed Sword	24	Uncommon	13.5	Common	—
Fancy Greatsword	Two-handed Sword	31	Uncommon	16.9	Common	—
Fancy Greatsword of Fate	Two-handed Sword	34	Uncommon	18.4	Common	+18 Fate, +18 Will
Fancy Greatsword of Might	Two-handed Sword	34	Uncommon	18.4	Common	+18 Might, +7.5 Power Regeneration out of Combat
Fangorn Bow	Bow	17	Rare	11.2	Common	—
Fargraf	Axe	50	Rare	26.1	Ancient Dwarf	+14 Will
Far-wanderer	Staff	50	Rare	29.7	Common	+28 Vitality, +7.5 Power Regeneration out of Combat
Fastonn	Sword	47	Rare	24.3	Common	—
Fated Dagger	Dagger	12	Uncommon	6.4	Common	+4 Fate
Favargair's Foil	Mace	33	Uncommon	16	Common	+9 Vitality, +1.9 Power Regeneration out of Combat
Felling Axe	Axe	5	Common	2.8	Common	—
Fellsmátt	Sword	50	Rare	26.1	Common	+14 Might, +14 Fate
Ferchu	Bow	32	Rare	19.6	Beleriand	—
Ferndúr's Defeat	Mace	49	Rare	25.2	Common	+13 Will, +3.8 Power Regeneration out of Combat
Fighting Dagger	Dagger	5	Common	2.8	Common	—
Fighting Dagger	Dagger	8	Common	3.5	Common	—
Fighting Dagger	Dagger	8	Uncommon	4.8	Common	—
Fighting Dagger	Dagger	11	Common	4.9	Common	—
Fighting Dagger	Dagger	14	Common	5.6	Common	—
Fighting Dagger	Dagger	17	Common	7	Common	—
Fighting Dagger	Dagger	20	Common	7.7	Common	—
Fighting Dagger	Dagger	21	Uncommon	10.4	Common	—
Fighting Dagger	Dagger	22	Uncommon	11.2	Common	—
Fighting Dagger	Dagger	23	Common	9.1	Common	—
Fighting Dagger	Dagger	26	Common	9.8	Common	—
Fighting Dagger	Dagger	29	Common	11.2	Common	—
Fighting Dagger	Dagger	32	Common	11.9	Common	—
Fighting Dagger	Dagger	35	Common	13.3	Common	—
Fighting Dagger	Dagger	36	Uncommon	16.8	Common	—
Fighting Dagger	Dagger	37	Uncommon	17.6	Common	—
Fighting Dagger	Dagger	38	Common	14	Common	—
Fighting Dagger	Dagger	41	Common	15.4	Common	—
Fighting Dagger	Dagger	44	Common	16.1	Common	—
Fighting Dagger	Dagger	47	Common	17.5	Common	—
Fighting Dagger of Fleetness	Dagger	35	Uncommon	16.8	Common	+9 Agility
Fighting Dagger of Inspiration	Dagger	47	Uncommon	21.6	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Fighting Dagger of Might	Dagger	22	Uncommon	11.2	Common	+6 Might, +6 Will
Fighting Dagger of Stamina	Dagger	37	Uncommon	17.6	Common	+1.1 Power Regeneration in Combat
Fighting Dagger of Vigour	Dagger	36	Uncommon	16.8	Common	+9 Vitality, +9 Fate
Fighting Dagger of Vigour	Dagger	39	Uncommon	18.4	Common	+11 Vitality, +11 Fate
Fighting Dagger of Wounding	Dagger	26	Uncommon	12.8	Common	—
Fimreg's Dirk	Dagger	50	Uncommon	23.2	Beleriand	+5 Might, +1.5 Power Regeneration in Combat
Fine Ash Bow	Bow	13	Uncommon	8	Common	—
Fine Ash Crossbow	Crossbow	13	Uncommon	8	Common	—
Fine Ash Hammer	Hammer	13	Uncommon	7.2	Common	+10 Max Power
Fine Ash Spear	Spear	13	Uncommon	7.2	Common	+4 Might
Fine Ash Staff	Stave	13	Uncommon	8	Common	+20 Max Power
Fine Bronze Axe	Axe	7	Uncommon	4	Common	—
Fine Bronze Dagger	Dagger	7	Uncommon	4	Common	—
Fine Bronze Greatsword	Two-handed Sword	7	Uncommon	5	Common	—
Fine Bronze Sword	Sword	7	Uncommon	4	Common	—
Fine Dagger	Dagger	5	Common	2.8	Common	—
Fine Dagger	Dagger	9	Uncommon	5.6	Common	—
Fine Gondorian Axe	Axe	30	Rare	16.2	Common	+42 Max Morale
Fine Gondorian Dagger	Dagger	30	Rare	16.2	Common	+1% Critical Hit Chance
Fine Gondorian Greatsword	Two-handed Sword	30	Rare	18.5	Common	+44 Max Power
Fine Gondorian Sword	Sword	30	Rare	16.2	Common	+16 Agility
Fine Iron Axe	Axe	13	Uncommon	7.2	Common	+4 Might
Fine Iron Dagger	Dagger	13	Uncommon	7.2	Common	+4 Agility
Fine Iron Greatsword	Two-handed Sword	13	Uncommon	8	Common	+8 Vitality
Fine Iron Sword	Sword	13	Uncommon	7.2	Common	+4 Will
Fine Lebethron Bow	Bow	34	Rare	20.7	Common	—
Fine Lebethron Crossbow	Crossbow	34	Rare	20.7	Common	—
Fine Lebethron Hammer	Hammer	34	Rare	18	Common	+1 Power Regeneration in Combat
Fine Lebethron Spear	Spear	34	Rare	18	Common	+1% Parry Chance
Fine Lebethron Staff	Stave	34	Rare	20.7	Common	+18 Vitality, +50 Max Power
Fine Longsword	Sword	5	Common	2.8	Common	—
Fine Steel Axe	Axe	19	Rare	10.8	Common	+5 Might
Fine Steel Dagger	Dagger	19	Rare	10.8	Common	+5 Agility
Fine Steel Greatsword	Two-handed Sword	19	Rare	12.3	Common	+10 Vitality
Fine Steel Sword	Sword	19	Rare	10.8	Common	+5 Will
Fine Two-Handed Sword	Two-handed Sword	5	Common	3.5	Common	—
Fine Wooden Staff	Stave	5	Common	3.1	Common	—
Firework Starter	Mace	8	Uncommon	4.8	Common	—
Fist of Gundabad	Two-handed Sword	45	Rare	26.9	Common	+24 Vitality, +24 Fate, +2.7 Power Regeneration in Combat, +66 Max Power
Fist of the Dwarves	Mace	40	Uncommon	18.4	Ancient Dwarf	+29 Max Power, +11 Might, +11 Vitality
Flanged Halberd	Halberd	17	Common	7.7	Common	—
Flanged Halberd	Halberd	17	Uncommon	10	Common	—
Flanged Halberd	Halberd	19	Common	8.5	Common	—
Flanged Halberd	Halberd	20	Uncommon	11.5	Common	—
Flanged Halberd	Halberd	23	Uncommon	13	Common	—
Flanged Halberd of Might	Halberd	19	Uncommon	11	Common	+10 Might
Flanged Halberd of Strengthening	Halberd	24	Uncommon	13.5	Common	—
Flanged Halberd of the South Kingdom	Halberd	21	Uncommon	12	Common	—
Flashing Dagger	Dagger	7	Common	3.5	Common	—
Flat-headed Mace	Mace	20	Common	7.7	Common	—
Flat-headed Mace	Mace	20	Uncommon	10.4	Common	—
Flat-headed Mace	Mace	21	Uncommon	10.4	Common	—
Flat-headed Mace	Mace	23	Common	9.1	Common	—
Flat-headed Mace	Mace	23	Uncommon	11.2	Common	—
Flat-headed Mace	Mace	24	Uncommon	12	Common	—
Flat-headed Mace	Mace	26	Common	9.8	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Flat-headed Mace	Mace	26	Uncommon	12.8	Common	—
Flat-headed Mace	Mace	27	Uncommon	12.8	Common	—
Flat-headed Mace	Mace	32	Uncommon	15.2	Common	—
Flat-headed Mace	Mace	37	Uncommon	17.6	Common	—
Flat-headed Mace	Mace	38	Common	14	Common	—
Flat-headed Mace	Mace	41	Common	15.4	Common	—
Flat-headed Mace	Mace	47	Common	17.5	Common	—
Flat-headed Mace	Mace	47	Uncommon	21.6	Common	—
Flat-headed Mace of Extermination	Mace	17	Uncommon	8.8	Common	—
Flat-headed Mace of Fleetness	Mace	17	Uncommon	8.8	Common	+5 Agility
Flat-headed Mace of Fleetness	Mace	47	Uncommon	21.6	Common	+13 Agility
Flat-headed Mace of Fleetness	Mace	49	Uncommon	22.4	Common	+13 Agility
Flat-headed Mace of Inspiration	Mace	29	Uncommon	13.6	Common	—
Flat-headed Mace of Stone-cutting	Mace	46	Uncommon	21.6	Common	—
Flat-headed Mace of Strengthening	Mace	34	Uncommon	16	Common	—
Flat-headed Mace of Vigour	Mace	24	Uncommon	12	Common	+7 Vitality
Flat-headed Mace of Vigour	Mace	37	Uncommon	17.6	Common	+10 Vitality
Flat-head Hammer	Hammer	35	Common	13.3	Common	—
Flat-head Hammer of Vigour	Hammer	44	Uncommon	20.8	Common	+12 Vitality, +12 Might, +31 Max Morale
Fleeting Longbow	Bow	19	Uncommon	11	Common	—
Flightsong	Bow	50	Rare	29.7	Beleriand	+14 Fate
Foe of Mordirith	Sword	50	Rare	26.1	Light	+50 Max Morale, +36 Max Power
Forged Dwarf-craft Axe	Axe	34	Uncommon	16	Common	+9 Might
Forged Dwarf-craft Dagger	Dagger	34	Uncommon	16	Common	+9 Fate
Forged Dwarf-craft Greatsword	Two-handed Sword	34	Uncommon	18.4	Common	+18 Vitality
Forged Dwarf-craft Halberd	Halberd	34	Uncommon	18.4	Common	+50 Max Power
Forged Dwarf-craft Headman's Axe	Two-handed Axe	34	Uncommon	18.4	Common	+18 Agility
Forged Dwarf-craft Mace	Mace	34	Uncommon	16	Common	+24 Max Morale
Forged Dwarf-craft Sword	Sword	34	Uncommon	16	Common	+9 Might
Forged Elven-steel Axe	Axe	45	Rare	23.4	Common	+12 Might, +1% Parry Chance
Forged Elven-steel Dagger	Dagger	45	Rare	23.4	Common	+12 Agility, +1.4 Power Regeneration in Combat
Forged Elven-steel Greatsword	Two-handed Sword	45	Rare	26.9	Common	+24 Might, +2% Parry Chance
Forged Elven-steel Halberd	Halberd	45	Rare	26.9	Common	+24 Agility, +2% Parry Chance
Forged Elven-steel Headman's Axe	Two-handed Axe	45	Rare	26.9	Common	+12 Might, +2% Parry Chance
Forged Elven-steel Mace	Mace	45	Rare	23.4	Common	+12 Vitality, +1% Parry Chance
Forged Elven-steel Sword	Sword	45	Rare	23.4	Common	+12 Vitality, +1% Parry Chance
Forged Spiked Mace	Mace	8	Common	3.5	Common	—
Forged Spiked Mace	Mace	11	Common	4.9	Common	—
Forged Spiked Mace	Mace	14	Common	5.6	Common	—
Forged Spiked Mace of Fleetness	Mace	25	Uncommon	12	Common	+7 Agility
Forged Steel Axe	Axe	19	Rare	10.8	Common	+14 Max Morale
Forged Steel Dagger	Dagger	19	Rare	10.8	Common	+14 Max Morale
Forged Steel Greatsword	Two-handed Sword	19	Rare	12.3	Common	+28 Max Power
Forged Steel Halberd	Halberd	19	Rare	12.3	Common	+28 Max Power
Forged Steel Headman's Axe	Two-handed Axe	19	Rare	12.3	Common	+28 Max Morale
Forged Steel Mace	Mace	19	Rare	10.8	Common	+14 Max Morale
Forged Steel Sword	Sword	19	Rare	10.8	Common	+14 Max Power
Fortified Black Ash Hammer	Hammer	50	Incomparable	27.6	Fire	+70 Max Morale, +14 Fate
Fortified Black Ash Spear	Spear	50	Incomparable	27.6	Fire	+72 Max Power, +14 Might
Fortified Black Ash Staff	Stave	50	Incomparable	31.4	Fire	+2.1 Power Regeneration in Combat, +28 Will
Fortified Lebethron Bow	Bow	38	Rare	23	Common	—
Fortified Lebethron Crossbow	Crossbow	38	Rare	23	Common	—
Fortified Lebethron Hammer	Hammer	38	Rare	19.8	Common	+1.1 Power Regeneration in Combat, +10 Agility
Fortified Lebethron Spear	Spear	38	Rare	19.8	Common	+1% Parry Chance, +10 Fate
Fortified Lebethron Staff	Stave	38	Rare	23	Common	+20 Vitality, +78 Max Power
Founders Staff	Stave	23	Uncommon	13	Common	+17 Max Power

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Fragile Shortbow	Bow	1	Common	0.5	Common	—
Frail Bow	Bow	1	Common	1.5	Common	—
Frail Longsword	Sword	4	Common	2.8	Common	—
Frail Shortbow	Bow	3	Common	2.3	Common	—
Free-cutter	Sword	50	Incomparable	27.6	Ancient Dwarf	+14 Fate, +50 Max Morale
Frostmantle's Bane	Sword	5	Common	2.8	Common	—
Frostvin	Sword	50	Rare	26.1	Ancient Dwarf	+14 Vitality
Gaerol	Axe	50	Rare	26.1	Westernesse	+14 Might
Gail ad-Angol	Stave	50	Rare	29.7	Common	+3% Magic Defence, +28 Might
Gandalf's Thanks	Stave	40	Uncommon	21.4	Common	+7.5 Power Regeneration out of Combat, +2.4 Power Regeneration in Combat
Gáthríst	Two-handed Sword	50	Rare	29.7	Common	+3 Power Regeneration in Combat, +28 Vitality
Gatson's Spear	Spear	27	Uncommon	12.8	Common	+20 Max Power
Gaunt-men Dagger	Dagger	34	Uncommon	16	Common	+9 Might
Gaunt-men Sword	Sword	33	Uncommon	16	Common	+9 Vitality
Geitir's Club	Club	7	Common	3.5	Common	—
Gilded Elvish Claymore	Two-handed Sword	42	Uncommon	22.4	Common	—
Gilded Elvish Claymore	Two-handed Sword	45	Uncommon	23.9	Common	—
Gild-hilt Claymore	Two-handed Sword	38	Uncommon	20.4	Common	—
Gild-hilt Claymore of Determination	Two-handed Sword	39	Uncommon	20.9	Common	+22 Will
Gild-hilt Claymore of Ruin	Two-handed Sword	40	Uncommon	21.4	Common	—
Gild-hilt Claymore of Vigour	Two-handed Sword	50	Uncommon	26.4	Common	+28 Vitality, +28 Agility
Gild-hilt Greatsword	Two-handed Sword	17	Uncommon	10	Common	—
Gild-hilt Greatsword	Two-handed Sword	19	Uncommon	11	Common	—
Gild-hilt Greatsword	Two-handed Sword	23	Uncommon	13	Common	—
Gild-hilt Greatsword	Two-handed Sword	25	Uncommon	13.9	Common	—
Gild-hilt Greatsword	Two-handed Sword	29	Uncommon	15.9	Common	—
Gild-hilt Greatsword	Two-handed Sword	30	Uncommon	16.4	Common	—
Gild-hilt Greatsword	Two-handed Sword	36	Uncommon	19.4	Common	—
Gild-hilt Greatsword	Two-handed Sword	41	Uncommon	21.9	Common	—
Gild-hilt Greatsword of Arda	Two-handed Sword	26	Uncommon	14.4	Common	—
Gild-hilt Greatsword of Fleetness	Two-handed Sword	29	Uncommon	15.9	Common	+16 Agility, +16 Will
Gild-hilt Greatsword of Might	Two-handed Sword	25	Uncommon	13.9	Common	+14 Might
Gild-hilt Greatsword of Might	Two-handed Sword	27	Uncommon	14.9	Common	+16 Might
Gild-hilt Greatsword of Strengthening	Two-handed Sword	33	Uncommon	17.9	Common	—
Gild-hilt Greatsword of Strengthening	Two-handed Sword	37	Uncommon	19.9	Common	—
Gild-hilt Greatsword of the Goblin-wars	Two-handed Sword	15	Uncommon	9	Common	—
Gild-hilt Greatsword of the Hunter	Two-handed Sword	21	Uncommon	12	Common	—
Gild-hilt Greatsword of Vigour	Two-handed Sword	25	Uncommon	13.9	Common	+14 Vitality
Gild-hilt Greatsword of Wounding	Two-handed Sword	25	Uncommon	13.9	Common	—
Gild-hilt Greatsword of Wounding	Two-handed Sword	28	Uncommon	15.4	Common	—
Gild-hilt Greatsword of Wounding	Two-handed Sword	30	Uncommon	16.4	Common	—
Gilnaith	Sword	50	Rare	26.1	Common	+14 Agility
Gíslí's Axe	Axe	6	Common	3.5	Common	—
Gleaming Balanced Dagger	Dagger	24	Uncommon	12	Common	+17 Max Morale
Gleaming Battle Axe	Two-handed Axe	37	Uncommon	19.9	Common	+74 Max Morale
Gleaming Battle Pick	Mace	40	Uncommon	18.4	Common	+28 Max Morale
Gleaming Battle Pick	Mace	47	Uncommon	21.6	Common	+33 Max Morale
Gleaming Bear Knife	Dagger	37	Uncommon	17.6	Common	+26 Max Morale
Gleaming Bear Knife of the Goblin-wars	Dagger	27	Uncommon	12.8	Common	+19 Max Morale
Gleaming Broad-head Halberd	Halberd	41	Uncommon	21.9	Common	+82 Max Morale
Gleaming Broadsword	Sword	49	Uncommon	22.4	Common	+49 Max Morale, +35 Max Power
Gleaming Broadsword	Sword	50	Uncommon	23.2	Common	+50 Max Morale, +36 Max Power
Gleaming Claymore of Extermination	Two-handed Sword	15	Uncommon	9	Common	+22 Max Morale
Gleaming Claymore	Two-handed Sword	35	Uncommon	18.9	Common	+70 Max Morale
Gleaming Elvish Greatsword	Two-handed Sword	50	Uncommon	26.4	Common	+16 Max Morale, +28 Might, +28 Fate
Gleaming Fighting Dagger	Dagger	45	Uncommon	20.8	Common	+32 Max Morale, +12 Vitality



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Gleaming Forged Spiked Mace of Extermination	Mace	27	Uncommon	12.8	Common	+19 Max Morale
Gleaming Gilded Elvish Claymore of Stone-cutting	Two-handed Sword	47	Uncommon	24.9	Common	+8 Max Morale
Gleaming Gild-hilt Greatsword	Two-handed Sword	26	Uncommon	14.4	Common	+38 Max Morale
Gleaming Great Horned Staff	Stave	50	Uncommon	26.4	Common	+100 Max Morale
Gleaming Great Slender Club	Two-handed Club	34	Uncommon	18.4	Common	+68 Max Morale
Gleaming Great Square Bat	Two-handed Club	35	Uncommon	18.9	Common	+50 Max Morale
Gleaming Greatsword	Two-handed Sword	16	Uncommon	9.5	Common	+24 Max Morale
Gleaming Greatsword of Extermination	Two-handed Sword	32	Uncommon	17.4	Common	+64 Max Morale
Gleaming Halved Halberd	Halberd	50	Uncommon	26.4	Common	+100 Max Morale, +28 Vitality
Gleaming Headman's Axe	Two-handed Axe	42	Uncommon	22.4	Common	+60 Max Morale
Gleaming Heavy Battle Pick of the North	Two-handed Hammer	48	Uncommon	25.4	Common	+96 Max Morale, +26 Agility
Gleaming Heavy Chasing Hammer	Two-handed Hammer	30	Uncommon	16.4	Common	+42 Max Morale
Gleaming Heavy Chasing Hammer	Two-handed Hammer	36	Uncommon	19.4	Common	+52 Max Morale
Gleaming Heavy Pointed Hammer	Two-handed Hammer	33	Uncommon	17.9	Common	+48 Max Morale
Gleaming Heavy Spiked Mace	Mace	30	Uncommon	14.4	Common	+21 Max Morale
Gleaming Heavy Spiked Mace	Mace	31	Uncommon	15.2	Common	+22 Max Morale
Gleaming Heavy Spiked War Hammer	Two-handed Hammer	19	Uncommon	11	Common	+28 Max Morale
Gleaming Heavy War Cleaver of the South Kingdom	Two-handed Axe	48	Uncommon	25.4	Common	+68 Max Morale
Gleaming Hooked Halberd	Halberd	50	Uncommon	26.4	Common	+100 Max Morale, +28 Agility
Gleaming Kindle Stave	Stave	33	Uncommon	17.9	Common	+48 Max Morale, +18 Vitality
Gleaming Kindle Stave of Extermination	Stave	25	Uncommon	13.9	Common	+36 Max Morale
Gleaming Long-bladed Spear	Spear	32	Uncommon	15.2	Common	+23 Max Morale
Gleaming Longsword	Sword	45	Uncommon	20.8	Common	+32 Max Morale, +33 Max Power
Gleaming Long War Cleaver	Two-handed Axe	50	Uncommon	26.4	Common	+100 Max Morale, +72 Max Power
Gleaming Metal Club	Mace	26	Uncommon	12.8	Common	+19 Max Morale
Gleaming Scimitar	Sword	17	Uncommon	8.8	Common	+12 Max Morale
Gleaming Shortsword	Sword	41	Uncommon	19.2	Common	+29 Max Morale, +30 Max Power
Gleaming Sickled Halberd of the Goblin-wars	Halberd	25	Uncommon	13.9	Common	+36 Max Morale
Gleaming Spiked Hatchet	Axe	29	Uncommon	13.6	Common	+21 Max Morale
Gleaming Spiked Mallet	Mace	50	Uncommon	23.2	Common	+50 Max Morale, +14 Agility
Gleaming Spiked Mallet of the North	Mace	49	Uncommon	22.4	Common	+49 Max Morale
Gleaming Spiked Poleaxe	Two-handed Axe	34	Uncommon	18.4	Common	+48 Max Morale
Gleaming Spiked War Hammer	Hammer	31	Uncommon	15.2	Common	+22 Max Morale, +3.8 Power Regeneration out of Combat
Gleaming Spiked War Hammer	Hammer	36	Uncommon	16.8	Common	+26 Max Morale, +3.8 Power Regeneration out of Combat
Gleaming Square Bat	Mace	34	Uncommon	16	Common	+24 Max Morale, +9 Might
Gleaming Stalwart Hammer	Hammer	34	Uncommon	16	Common	+34 Max Morale
Gleaming Stalwart Hammer	Hammer	37	Uncommon	17.6	Common	+37 Max Morale
Gleaming Steel Battle Spear of Ruin	Spear	43	Uncommon	20	Common	+43 Max Morale
Gleaming Steel Battle Spear of Ruin	Spear	47	Uncommon	21.6	Common	+47 Max Morale
Gleaming Steel Battle Spear of the Spirit	Spear	46	Uncommon	21.6	Common	+46 Max Morale, +12 Might
Gleaming Steel Spiked Mace	Mace	50	Uncommon	23.2	Common	+50 Max Morale, +36 Max Power
Gleaming Striking Hammer	Hammer	20	Uncommon	10.4	Common	+14 Max Morale
Gleaming Thrusting Spear	Spear	25	Uncommon	12	Common	+18 Max Morale
Gleaming Thrusting Spear	Spear	29	Uncommon	13.6	Common	+21 Max Morale
Glimmer Sword	Sword	32	Uncommon	15.2	Common	+9 Might
Gloin's Crossbow	Crossbow	40	Uncommon	21.4	Ancient Dwarf	—
Gloin's Halberd	Halberd	45	Rare	26.9	Common	+5 Might, +12 Fate, +66 Max Power, +2.7 Power Regeneration in Combat
Glorengis	Two-handed Sword	50	Rare	29.7	Beleriand	+28 Agility, +28 Might
Glostharon	Two-handed Sword	49	Rare	29.1	Ancient Dwarf	+35 Max Morale, +1% Parry Chance, +13 Agility, +10 Will
Goblin-knocker	Mace	46	Rare	24.3	Common	+66 Max Morale
Goblin-muncher	Mace	25	Rare	13.5	Common	+7 Might
Gold Arbalest	Crossbow	38	Common	15.8	Common	—
Gold Arbalest of the Hunter	Crossbow	39	Uncommon	20.9	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Golhathol	Two-handed Sword	22	Uncommon	12.5	Common	+6 Will
Gollang	Sword	16	Uncommon	8	Common	+5 Will
Gollolf	Stave	12	Uncommon	7.5	Common	+8 Will
Gollonn	Mace	44	Uncommon	20.8	Ancient Dwarf	+12 Will, +12 Fate, +92 Power Regeneration in Combat
Gondorian Axe	Axe	30	Uncommon	14.4	Common	+42 Max Morale
Gondorian Dagger	Dagger	30	Uncommon	14.4	Common	+63 Power Regeneration in Combat
Gondorian Greatsword	Two-handed Sword	30	Uncommon	16.4	Common	+44 Max Power
Gondorian Sword	Sword	30	Uncommon	14.4	Common	+16 Agility
Gondranc's Halberd	Halberd	34	Uncommon	18.4	Common	+18 Will, +4% Critical Hit Chance
Goodbody's Axe	Axe	10	Common	4.9	Common	—
Gossamer Blade	Sword	14	Rare	8.1	Common	+4 Might
Gramsire	Sword	44	Rare	23.4	Common	—
Gramsweld	Sword	50	Rare	26.1	Common	+14 Might, +50 Max Morale
Grand Arbalest	Crossbow	35	Common	14.6	Common	—
Grand Arbalest	Crossbow	35	Uncommon	18.9	Common	—
Grand Axe	Two-handed Axe	33	Common	13.8	Common	—
Grand Axe	Two-handed Axe	36	Common	15	Common	—
Grand Axe	Two-handed Axe	39	Common	16.2	Common	—
Grand Axe	Two-handed Axe	42	Common	17.3	Common	—
Grand Axe	Two-handed Axe	45	Common	18.5	Common	—
Grand Axe	Two-handed Axe	48	Common	19.6	Common	—
Grand Battle Hammer	Two-handed Hammer	45	Common	18.5	Common	—
Grand Battle Hammer of Stamina	Two-handed Hammer	44	Uncommon	23.4	Common	+1.8 Power Regeneration in Combat, +24 Vitality
Grand Battle Hammer of Vigour	Two-handed Hammer	50	Uncommon	26.4	Common	+28 Vitality, +28 Might, +72 Max Power
Grand Battle Hammer of Wounding	Two-handed Hammer	45	Uncommon	23.9	Common	—
Grand Battle Hammer of Wounding	Two-handed Hammer	50	Uncommon	26.4	Common	—
Grand Compound Crossbow	Crossbow	47	Common	19.2	Common	—
Grand Compound Crossbow of Bluffing	Crossbow	47	Uncommon	24.9	Common	—
Grand Double-ball Hammer	Two-handed Hammer	39	Uncommon	20.9	Common	—
Grand Double-ball Hammer	Two-handed Hammer	42	Common	17.3	Common	—
Grand Double-ball Hammer	Two-handed Hammer	47	Uncommon	24.9	Common	—
Grand Dual-headed Mallet	Two-handed Hammer	45	Common	18.5	Common	—
Grand Dual-headed Mallet	Two-handed Hammer	46	Uncommon	24.4	Common	—
Grand Spiked Mallet	Two-handed Hammer	39	Common	16.2	Common	—
Grand Spiked Mallet	Two-handed Hammer	46	Uncommon	24.4	Common	—
Grand Spiked Mallet of Ruin	Two-handed Hammer	36	Uncommon	19.4	Common	—
Grand Spiked Mallet of Ruin	Two-handed Hammer	46	Uncommon	24.4	Common	—
Grand Spiked Mallet of Strengthening	Two-handed Hammer	46	Uncommon	24.4	Common	—
Grand Spiked Mallet of the South Kingdom	Two-handed Hammer	37	Uncommon	19.9	Common	—
Grand Sword of Bree	Two-handed Sword	45	Rare	26.9	Westernesse	+92 Max Power, +24 Might
Grand War Mallet	Two-handed Hammer	48	Common	19.6	Common	—
Grand War Mallet of Ruin	Two-handed Hammer	48	Uncommon	25.4	Common	—
Grand War Mallet of Ruin	Two-handed Hammer	50	Uncommon	26.4	Common	—
Granger's Axe	Axe	4	Common	2.8	Common	—
Great Axe	Two-handed Axe	21	Common	9.2	Common	—
Great Axe	Two-handed Axe	24	Common	10.4	Common	—
Great Axe	Two-handed Axe	27	Common	11.5	Common	—
Great Axe	Two-handed Axe	30	Common	12.7	Common	—
Great Axe	Two-handed Axe	33	Common	13.8	Common	—
Great Axe	Two-handed Axe	45	Rare	26.9	Common	+24 Agility
Great Axe of Aglarond	Two-handed Axe	24	Rare	15.1	Common	+14 Agility, +14 Will
Great Axe of Daring	Two-handed Axe	45	Incomparable	28.4	Ancient Dwarf	+24 Might, +24 Vitality, +90 Max Morale
Great Axe of Edoras	Two-handed Axe	11	Rare	7.8	Fire	+8 Fate
Great Axe of Erebor	Two-handed Axe	28	Rare	17.4	Ancient Dwarf	+16 Might, +42 Max Power
Great Axe of Sirannon	Two-handed Axe	9	Rare	6.7	Common	+14 Max Morale



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Great Axe of the Beornings	Two-handed Axe	22	Rare	14	Common	+44 Max Morale
Great Axe of the Dragon	Two-handed Axe	38	Rare	23	Ancient Dwarf	+20 Might, +2% Parry Chance
Great Axe of the Hill-chieftain	Two-handed Axe	50	Rare	29.7	Common	+28 Might, +28 Fate, +3 Power Regeneration in Combat, +2% Critical Hit Chance
Great Axe of the King	Two-handed Axe	47	Rare	28	Westernesse	+26 Vitality, +2% Parry Chance, +26 Fate
Great Axe of the Long Winter	Two-handed Axe	15	Rare	10.1	Light	+22 Max Morale
Great Axe of the Mark	Two-handed Axe	49	Rare	29.1	Westernesse	+26 Might, +26 Vitality, +26 Will, +2.9 Power Regeneration in Combat
Great Axe of the Mearas	Two-handed Axe	31	Rare	19.1	Fire	+1.9 Power Regeneration in Combat, +44 Max Morale
Great Axe of the Silverlode	Two-handed Axe	34	Rare	20.7	Light	+18 Might, +18 Vitality, +18 Fate
Great Axe of the Wilderland	Two-handed Axe	43	Rare	25.8	Fire	+24 Fate, +24 Might, +62 Max Morale, +24 Agility
Great Barrows Bow	Bow	24	Uncommon	13.5	Common	—
Great Dark Mallet	Two-handed Hammer	46	Uncommon	24.4	Common	+12 Might, +12 Agility
Great Hammer	Two-handed Hammer	45	Rare	26.9	Beleriand	+2% Critical Hit Chance, +24 Vitality
Great Hammer of Dwalin	Two-handed Hammer	25	Rare	15.7	Fire	—
Great Hammer of Fréaláf	Two-handed Hammer	18	Rare	11.8	Common	+10 Fate
Great Hammer of Haleth	Two-handed Hammer	16	Rare	10.6	Fire	+24 Max Power
Great Hammer of Meduseld	Two-handed Hammer	46	Rare	27.5	Beleriand	+92 Max Morale, +94 Max Power
Great Hammer of Moria	Two-handed Hammer	50	Rare	29.7	Ancient Dwarf	+28 Vitality, +26 Will, +28 Might
Great Hammer of Rohan	Two-handed Hammer	33	Rare	20.2	Westernesse	+18 Vitality
Great Hammer of Runes	Two-handed Hammer	29	Rare	17.9	Ancient Dwarf	+16 Might
Great Hammer of the Dragon	Two-handed Hammer	35	Rare	21.3	Fire	+18 Might, +52 Max Power
Great Hammer of the Hornburg	Two-handed Hammer	39	Rare	23.5	Beleriand	+22 Agility, +22 Fate
Great Hammer of the Iron Hills	Two-handed Hammer	13	Rare	9	Ancient Dwarf	+8 Might
Great Hammer of the Smith	Two-handed Hammer	44	Rare	26.3	Ancient Dwarf	+24 Might, +90 Max Power
Great Hammer of the Steward	Two-handed Hammer	22	Rare	14	Light	+32 Max Morale
Great Hammer of Thorin's Hall	Two-handed Hammer	45	Rare	26.9	Ancient Dwarf	+66 Max Power, +24 Vitality
Great Horned Staff	Stave	40	Uncommon	21.4	Common	—
Great Horned Staff	Stave	45	Uncommon	23.9	Common	—
Great Horned Staff of Determination	Stave	41	Uncommon	21.9	Common	+22 Will
Great Horned Staff of Inspiration	Stave	49	Uncommon	25.9	Common	—
Great Horned Staff of the North	Stave	47	Uncommon	24.9	Common	—
Great Metal Club	Two-handed Club	16	Uncommon	9.5	Common	—
Great Metal Club	Two-handed Club	18	Common	8.1	Common	—
Great Metal Club	Two-handed Club	20	Uncommon	11.5	Common	—
Great Metal Club	Two-handed Club	21	Common	9.2	Common	—
Great Metal Club	Two-handed Club	24	Common	10.4	Common	—
Great Metal Club	Two-handed Club	25	Uncommon	13.9	Common	—
Great Metal Club	Two-handed Club	26	Uncommon	14.4	Common	—
Great Metal Club	Two-handed Club	27	Common	11.5	Common	—
Great Metal Club	Two-handed Club	42	Common	17.3	Common	—
Great Metal Club of Endurance	Two-handed Club	11	Uncommon	7	Common	+6 Power Regeneration out of Combat
Great Metal Club of Might	Two-handed Club	15	Uncommon	9	Common	+8 Might
Great Metal Club of Might	Two-handed Club	20	Uncommon	11.5	Common	+10 Might
Great Metal Club of Strengthening	Two-handed Club	26	Uncommon	14.4	Common	—
Great Metal Club of the Goblin-wars	Two-handed Club	15	Uncommon	9	Common	—
Great Metal Club of Vigour	Two-handed Club	22	Uncommon	12.5	Common	+12 Vitality
Great Metal Club of Vigour	Two-handed Club	50	Uncommon	26.4	Common	+28 Vitality
Great Oak Club	Two-handed Club	6	Common	3.5	Common	—
Great Oak Club	Two-handed Club	9	Common	4.6	Common	—
Great Oak Club	Two-handed Club	12	Common	5.8	Common	—
Great Oak Club	Two-handed Club	22	Uncommon	12.5	Common	—
Great Oak Club	Two-handed Club	24	Common	10.4	Common	—
Great Oak Club	Two-handed Club	36	Common	15	Common	—
Great Oak Club	Two-handed Club	46	Uncommon	24.4	Common	—
Great Oak Club of Might	Two-handed Club	42	Uncommon	22.4	Common	+24 Might
Great Oak Club of Ruin	Two-handed Club	46	Uncommon	24.4	Common	—
Great Root Club	Two-handed Club	3	Common	2.3	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Great Root Club	Two-handed Club	6	Common	3.5	Common	—
Great Root Club	Two-handed Club	12	Common	5.8	Common	—
Great Root Club	Two-handed Club	15	Common	6.9	Common	—
Great Root Club	Two-handed Club	33	Common	13.8	Common	—
Great Root Club	Two-handed Club	36	Common	15	Common	—
Great Root Club	Two-handed Club	42	Uncommon	22.4	Common	—
Great Root Club of Might	Two-handed Club	40	Uncommon	21.4	Common	+22 Might, +56 Max Morale
Great Root Club of Might	Two-handed Club	43	Uncommon	22.9	Common	+24 Might, +62 Max Morale
Great Root Club of Ruin	Two-handed Club	49	Uncommon	25.9	Common	—
Great Root Club of Wounding	Two-handed Club	45	Uncommon	23.9	Common	—
Great Rounded Club	Two-handed Club	39	Common	16.2	Common	—
Great Rounded Club of Endurance	Two-handed Club	48	Uncommon	25.4	Common	+7.5 Power Regeneration out of Combat
Great Rounded Club of Might	Two-handed Club	48	Uncommon	25.4	Common	+26 Might, +26 Agility, +26 Vitality
Great Rounded Club of Might	Two-handed Club	50	Uncommon	26.4	Common	+28 Might, +28 Agility, +28 Vitality
Great Rounded Club of Strengthening	Two-handed Club	50	Uncommon	26.4	Common	+72 Max Power
Great Slender Club	Two-handed Club	27	Common	11.5	Common	—
Great Slender Club	Two-handed Club	28	Uncommon	15.4	Common	—
Great Slender Club	Two-handed Club	29	Uncommon	15.9	Common	—
Great Slender Club	Two-handed Club	30	Common	12.7	Common	—
Great Slender Club	Two-handed Club	34	Uncommon	18.4	Common	—
Great Slender Club of Might	Two-handed Club	28	Uncommon	15.4	Common	+16 Might, +42 Max Power
Great Slender Club of Might	Two-handed Club	29	Uncommon	15.9	Common	+16 Might, +42 Max Power
Great Slender Club of Ruin	Two-handed Club	33	Uncommon	17.9	Common	—
Great Slender Club of Wounding	Two-handed Club	25	Uncommon	13.9	Common	—
Great Square Bat	Two-handed Club	30	Common	12.7	Common	—
Great Square Bat	Two-handed Club	33	Common	13.8	Common	—
Great Square Bat	Two-handed Club	41	Uncommon	21.9	Common	—
Great Square Bat of Endurance	Two-handed Club	37	Uncommon	19.9	Common	+7.5 Power Regeneration out of Combat, +54 Max Power
Great Square Bat of Stamina	Two-handed Club	38	Uncommon	20.4	Common	+2.3 Power Regeneration in Combat
Great Square Bat of Strengthening	Two-handed Club	38	Uncommon	20.4	Common	—
Great Square Bat of the North Kingdom	Two-handed Club	40	Uncommon	21.4	Common	—
Great Square Bat of Vigour	Two-handed Club	33	Uncommon	17.9	Common	+18 Vitality
Great Square Bat of Vigour	Two-handed Club	41	Uncommon	21.9	Common	+22 Vitality
Great Square Club	Two-handed Club	42	Common	17.3	Common	—
Great Square Club	Two-handed Club	45	Common	18.5	Common	—
Great Studded Club	Two-handed Club	48	Common	19.6	Common	—
Great Sword of Rivendell	Two-handed Club	45	Rare	26.9	Fire	+2.7 Power Regeneration in Combat, +24 Agility
Great Wood Bat	Two-handed Club	18	Common	8.1	Common	—
Great Wood Bat	Two-handed Club	21	Common	9.2	Common	—
Great Wood Bat	Two-handed Club	45	Common	18.5	Common	—
Greataxe of the Brown Wizard	Two-handed Axe	27	Uncommon	14.9	Common	+3.8 Power Regeneration out of Combat
Greatsword	Two-handed Sword	6	Uncommon	4.5	Common	—
Greatsword	Two-handed Sword	9	Common	4.6	Common	—
Greatsword	Two-handed Sword	12	Common	5.8	Common	—
Greatsword	Two-handed Sword	15	Common	6.9	Common	—
Greatsword	Two-handed Sword	17	Uncommon	10	Common	—
Greatsword	Two-handed Sword	18	Common	8.1	Common	—
Greatsword	Two-handed Sword	20	Uncommon	11.5	Common	—
Greatsword	Two-handed Sword	21	Common	9.2	Common	—
Greatsword	Two-handed Sword	24	Common	10.4	Common	—
Greatsword	Two-handed Sword	27	Common	11.5	Common	—
Greatsword	Two-handed Sword	30	Common	12.7	Common	—
Greatsword	Two-handed Sword	33	Common	13.8	Common	—
Greatsword	Two-handed Sword	36	Common	15	Common	—
Greatsword	Two-handed Sword	39	Common	16.2	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Greatsword	Two-handed Sword	42	Common	17.3	Common	—
Greatsword	Two-handed Sword	43	Uncommon	22.9	Common	—
Greatsword	Two-handed Sword	45	Common	18.5	Common	—
Greatsword	Two-handed Sword	45	Rare	26.9	Common	+24 Might
Greatsword	Two-handed Sword	48	Common	19.6	Common	—
Greatsword of Might	Two-handed Sword	28	Uncommon	15.4	Common	+16 Might, +42 Max Power
Greatsword of Might	Two-handed Sword	46	Uncommon	24.4	Common	+24 Might, +66 Max Power
Greatsword of Strengthening	Two-handed Sword	46	Uncommon	24.4	Common	—
Greatsword of the South Kingdom	Two-handed Sword	16	Uncommon	9.5	Common	—
Greatsword of Vigour	Two-handed Sword	34	Uncommon	18.4	Common	+18 Vitality
Greatsword of Wounding	Two-handed Sword	33	Uncommon	17.9	Common	—
Greenfield Dagger	Dagger	10	Uncommon	6.5	Common	+6 Agility
Green's Mace	Mace	7	Common	3.5	Common	—
Greyclaw	Spear	48	Rare	25.2	Common	+13 Vitality
Grey-wood Bow	Bow	17	Uncommon	10	Common	—
Grey-wood Bow	Bow	26	Uncommon	14.4	Common	—
Grey-wood Bow	Bow	39	Uncommon	20.9	Common	—
Grey-wood Bow	Bow	47	Uncommon	24.9	Common	—
Grey-wood Bow of Ruin	Bow	29	Uncommon	15.9	Common	—
Grey-wood Bow of the Mountains	Bow	26	Uncommon	14.4	Common	—
Grey-wood Bow of the South Kingdom	Bow	39	Uncommon	20.9	Common	—
Grey-wood Longbow	Bow	11	Uncommon	7	Common	—
Grey-wood Longbow	Bow	13	Uncommon	8	Common	—
Grey-wood Longbow	Bow	33	Uncommon	17.9	Common	—
Grey-wood Longbow	Bow	38	Uncommon	20.4	Common	—
Grey-wood Longbow	Bow	48	Uncommon	25.4	Common	—
Grey-wood Longbow of Bluffing	Bow	50	Uncommon	26.4	Common	—
Grey-wood Longbow of Ruin	Bow	38	Uncommon	20.4	Common	—
Grey-wood Longbow of Skill	Bow	15	Uncommon	9	Common	—
Grey-wood Longbow of Skill	Bow	46	Uncommon	24.4	Common	—
Grey-wood Longbow of Skill	Bow	48	Uncommon	25.4	Common	—
Grey-wood Shortbow	Bow	47	Uncommon	24.9	Common	—
Grey-wood Shortbow of Bluffing	Bow	47	Uncommon	24.9	Common	—
Grey-wood Shortbow of Wounding	Bow	49	Uncommon	25.9	Common	—
Grimbriar's Knife	Dagger	22	Uncommon	11.2	Common	+6 Fate
Grimrung's Longsword	Sword	19	Uncommon	9.6	Common	+57 Power Regeneration in Combat
Grindetóth	Spear	50	Rare	26.1	Common	+14 Might, +14 Agility
Guardian Club	Two-handed Club	30	Uncommon	16.4	Common	+3.8 Power Regeneration out of Combat
Guardian's Axe	Axe	15	Rare	9	Common	+4 Might, +4 Vitality
Gurthand Dagger	Sword	40	Common	16.1	Common	—
Gurztáz's Doom	Spear	10	Common	4.9	Common	—
Gwandagnir	Two-handed Sword	21	Rare	13.5	Common	+12 Vitality
Gwathlang	Sword	42	Rare	22.5	Light	+12 Vitality, +1% Parry Chance
Gwathul	Two-handed Sword	33	Rare	20.2	Light	+1% Parry Chance
Halberd	Halberd	1	Common	1.7	Common	+2 Vitality, +1 Fate
Halberd	Halberd	45	Rare	26.9	Common	+2.7 Power Regeneration in Combat, +12 Agility
Halberd of Bree	Halberd	45	Rare	26.9	Fire	+1% Critical Hit Chance, +12 Might
Halberd of the Great Barrows	Halberd	25	Uncommon	13.9	Common	—
Halberd of the Swamp-wardens	Halberd	50	Rare	29.7	Common	+3 Power Regeneration in Combat, +2% Parry Chance, +2% Critical Hit Chance
Halberd of War	Halberd	45	Incomparable	28.4	Westerness	+24 Might, +24 Agility, +2% Critical Hit Chance, +5% Critical Hit Chance Modifier
Hállí's Hand	Sword	45	Rare	23.4	Common	+12 Will
Halros's Longsword	Sword	10	Uncommon	5.6	Common	—
Halros's Staff	Stave	12	Uncommon	6.6	Common	+50 Power Regeneration in Combat
Halved Halberd	Halberd	34	Common	14.2	Common	—
Halved Halberd	Halberd	37	Common	15.4	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Halved Halberd	Halberd	45	Uncommon	23.9	Common	—
Halved Halberd	Halberd	46	Uncommon	24.4	Common	—
Halved Halberd of Fleetness	Halberd	50	Uncommon	26.4	Common	+28 Agility
Halved Halberd of Wounding	Halberd	48	Uncommon	25.4	Common	—
Hammer	Hammer	1	Common	1.4	Common	—
Hammer	Hammer	45	Rare	23.4	Common	+12 Will
Hammer-Mace of Fate	Hammer	47	Uncommon	21.6	Common	+13 Fate, +13 Will
Hammer-Mace of Fleetness	Hammer	50	Uncommon	23.2	Common	+14 Agility, +50 Max Morale
Hammer-Mace of Inspiration	Hammer	44	Uncommon	20.8	Common	—
Hammer-Mace of Stone-cutting	Hammer	22	Uncommon	11.2	Common	—
Hammer-Mace of the North	Hammer	46	Uncommon	21.6	Common	—
Hammer-Mace	Hammer	26	Common	9.8	Common	—
Hammer-Mace	Hammer	29	Common	11.2	Common	—
Hammer-Mace	Hammer	34	Uncommon	16	Common	—
Hammer-Mace	Hammer	35	Uncommon	16.8	Common	—
Hammer-Mace	Hammer	36	Uncommon	16.8	Common	—
Hammer-Mace	Hammer	41	Common	15.4	Common	—
Hammer-Mace	Hammer	42	Uncommon	20	Common	—
Hammer-Mace	Hammer	44	Common	16.1	Common	—
Hammer-Mace	Hammer	47	Common	17.5	Common	—
Hammer of Azanulbizar	Hammer	28	Rare	15.3	Ancient Dwarf	+21 Max Power, +8 Vitality
Hammer of Baldor	Hammer	14	Rare	8.1	Ancient Dwarf	+4 Might
Hammer of Bree	Hammer	45	Rare	23.4	Light	+46 Max Power, +12 Agility
Hammer of Durin	Hammer	39	Rare	20.7	Common	+11 Might, +39 Max Morale
Hammer of Othrikar	Hammer	21	Uncommon	10.4	Common	+6 Might
Hammer of Rohan	Hammer	36	Rare	18.9	Fire	+9 Agility, +26 Max Power
Hammer of the Brown Wizard	Hammer	31	Uncommon	16.9	Common	+12 Will
Hammer of the Dwimorberg	Hammer	23	Rare	12.6	Fire	+6 Might
Hammer of the Longbeards	Hammer	19	Rare	10.8	Common	+14 Max Morale
Hammer of the Mark	Hammer	42	Rare	22.5	Westernesse	+1% Parry Chance, +12 Might, +43 Max Power
Hammer of the Mines	Hammer	46	Rare	24.3	Ancient Dwarf	+24 Vitality, +12 Might, +3.8 Power Regeneration out of Combat
Hammer of the Seven Stars	Hammer	48	Rare	25.2	Light	+13 Might, +13 Fate, +34 Max Morale
Hammer of the Starkhorn	Hammer	10	Rare	6.3	Common	+11 Max Power
Hammer of the Took	Hammer	11	Uncommon	7	Common	—
Hammer of Thorgrimr	Hammer	40	Rare	20.7	Ancient Dwarf	+29 Max Power, +11 Might, +84 Power Regeneration in Combat
Hammer of Zirak-zigil	Hammer	33	Rare	18	Ancient Dwarf	+99 Power Regeneration in Combat
Hand Axe	Axe	5	Common	2.8	Common	—
Hand Axe	Axe	8	Common	3.5	Common	—
Hand Axe	Axe	11	Common	4.9	Common	—
Hardened Ash Bow	Bow	13	Rare	9	Common	—
Hardened Ash Crossbow	Crossbow	13	Rare	9	Common	—
Hardened Ash Hammer	Hammer	13	Rare	8.1	Common	+10 Max Power
Hardened Ash Spear	Spear	13	Rare	8.1	Common	+4 Agility
Hardened Ash Staff	Stave	13	Rare	9	Common	+8 Fate
Hardened Bright Steel Axe	Axe	24	Rare	13.5	Common	+7 Vitality
Hardened Bright Steel Dagger	Dagger	24	Rare	13.5	Common	+7 Agility
Hardened Bright Steel Greatsword	Two-handed Sword	24	Rare	15.1	Common	+14 Might
Hardened Bright Steel Halberd	Halberd	24	Rare	15.1	Common	+14 Agility
Hardened Bright Steel Headman's Axe	Two-handed Axe	24	Rare	15.1	Common	+14 Vitality
Hardened Bright Steel Mace	Mace	24	Rare	13.5	Common	+7 Will
Hardened Bright Steel Sword	Sword	24	Rare	13.5	Common	+7 Might
Hardened Bronze Axe	Axe	7	Rare	4.5	Common	+6 Max Power
Hardened Bronze Dagger	Dagger	7	Rare	4.5	Common	+2 Will
Hardened Bronze Greatsword	Two-handed Sword	7	Rare	5.6	Common	+4 Agility
Hardened Bronze Headman's Axe	Two-handed Axe	7	Rare	5.6	Common	+4 Might
Hardened Bronze Mace	Mace	7	Rare	4.5	Common	+3 Power Regeneration out of Combat



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Hardened Bronze Sword	Sword	7	Rare	4.5	Common	+5 Max Morale
Hardened Iron Axe	Axe	13	Rare	8.1	Common	+4 Vitality
Hardened Iron Dagger	Sword	13	Rare	8.1	Common	+4 Agility
Hardened Iron Greatsword	Two-handed Sword	13	Rare	9	Common	+18 Might
Hardened Iron Halberd	Halberd	15	Rare	10.1	Common	+18 Might
Hardened Iron Headman's Axe	Two-handed Axe	13	Rare	9	Common	+20 Max Power
Hardened Iron Mace	Mace	13	Rare	8.1	Common	+10 Max Morale
Hardened Iron Sword	Sword	13	Rare	8.1	Common	+4 Might
Hardened Rowan Bow	Bow	7	Rare	5.6	Common	—
Hardened Rowan Crossbow	Crossbow	7	Rare	5.6	Common	—
Hardened Rowan Hammer	Hammer	7	Rare	4.5	Common	+5 Max Morale
Hardened Rowan Spear	Spear	10	Rare	6.3	Common	+3 Vitality
Hardened Rowan Staff	Stave	7	Rare	5.6	Common	+12 Max Power
Hardened Yew Bow	Bow	24	Rare	15.1	Common	—
Hardened Yew Crossbow	Crossbow	24	Rare	15.1	Common	—
Hardened Yew Hammer	Hammer	24	Rare	13.5	Common	+18 Max Power
Hardened Yew Spear	Spear	24	Rare	13.5	Common	+18 Max Power
Hardened Yew Staff	Stave	24	Rare	15.1	Common	+34 Max Morale
Harmbrot	Mace	44	Rare	23.4	Light	+1.3 Power Regeneration in Combat
Harvester	Sword	49	Rare	25.2	Common	+13 Might
Hatchet	Axe	1	Common	1.4	Common	—
Hatchet	Axe	2	Common	1.4	Common	—
Hatchet	Axe	14	Common	5.6	Common	—
Hatchet	Axe	17	Common	7	Common	—
Hatchet	Axe	20	Common	7.7	Common	—
Hatchet	Axe	35	Common	13.3	Common	—
Hatchet	Axe	38	Common	14	Common	—
Haudhring	Mace	34	Rare	18	Beleriand	+34 Max Morale, +9 Might
Hausdrepa	Mace	50	Rare	26.1	Ancient Dwarf	+1% Parry Chance, +14 Might, +35 Max Morale
Hawking's Knife	Dagger	14	Uncommon	7.2	Common	+4 Fate
Hawking's Staff	Stave	14	Uncommon	8.5	Common	+8 Fate
Head-breaker	Mace	35	Rare	18.9	Common	+18 Will
Headman's Axe	Two-handed Axe	22	Uncommon	12.5	Common	—
Headman's Axe	Two-handed Axe	25	Uncommon	13.9	Common	—
Headman's Axe	Two-handed Axe	31	Uncommon	16.9	Common	—
Headman's Axe	Two-handed Axe	33	Uncommon	17.9	Common	—
Headman's Axe	Two-handed Axe	35	Uncommon	18.9	Common	—
Headman's Axe of Fleetness	Two-handed Axe	27	Uncommon	14.9	Common	+16 Agility, +16 Fate
Headman's Axe of Fleetness	Two-handed Axe	29	Uncommon	15.9	Common	+16 Agility, +16 Fate
Headman's Axe of Might	Two-handed Axe	35	Uncommon	18.9	Common	+18 Might
Headman's Axe of Might	Two-handed Axe	45	Uncommon	23.9	Common	+24 Might, +66 Max Power, +24 Agility
Headman's Axe of Ruin	Two-handed Axe	33	Uncommon	17.9	Common	—
Headman's Axe of Vigour	Two-handed Axe	30	Uncommon	16.4	Common	+16 Vitality
Headman's Axe of Wounding	Two-handed Axe	23	Uncommon	13	Common	—
Heartrend	Axe	46	Rare	24.3	Common	—
Heavy Ash Bow	Bow	13	Uncommon	8	Common	—
Heavy Ash Crossbow	Crossbow	13	Uncommon	8	Common	—
Heavy Ash Hammer	Hammer	13	Uncommon	7.2	Common	+10 Max Power
Heavy Ash Spear	Spear	13	Uncommon	7.2	Common	+4 Agility
Heavy Ash Staff	Stave	13	Uncommon	8	Common	+8 Fate
Heavy Axe	Two-handed Axe	12	Common	5.8	Common	—
Heavy Axe	Two-handed Axe	15	Common	6.9	Common	—
Heavy Axe	Two-handed Axe	18	Common	8.1	Common	—
Heavy Axe	Two-handed Axe	21	Common	9.2	Common	—
Heavy Bantam Hammer	Two-handed Hammer	39	Common	16.2	Common	—
Heavy Bantam Hammer	Two-handed Hammer	42	Uncommon	22.4	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Heavy Bantam Hammer of Might	Two-handed Hammer	43	Uncommon	22.9	Common	+24 Might
Heavy Bantam Hammer of Strengthening	Two-handed Hammer	35	Uncommon	18.9	Common	—
Heavy Bantam Hammer of Strengthening	Two-handed Hammer	43	Uncommon	22.9	Common	—
Heavy Battle Mallet	Two-handed Hammer	42	Common	17.3	Common	—
Heavy Battle Mallet	Two-handed Hammer	49	Uncommon	25.9	Common	+2% Critical Hit Chance
Heavy Battle Mallet of Strengthening	Two-handed Hammer	49	Uncommon	25.9	Common	—
Heavy Battle Pick	Two-handed Hammer	27	Common	11.5	Common	—
Heavy Battle Pick	Two-handed Hammer	27	Uncommon	14.9	Common	+2% Critical Hit Chance
Heavy Battle Pick	Two-handed Hammer	29	Uncommon	15.9	Common	+2% Critical Hit Chance
Heavy Battle Pick	Two-handed Hammer	30	Common	12.7	Common	—
Heavy Battle Pick	Two-handed Hammer	33	Common	13.8	Common	—
Heavy Battle Pick	Two-handed Hammer	34	Uncommon	18.4	Common	+2% Critical Hit Chance
Heavy Battle Pick of Arda	Two-handed Hammer	21	Uncommon	12	Common	—
Heavy Battle Pick of Fate	Two-handed Hammer	25	Uncommon	13.9	Common	+14 Fate
Heavy Battle Pick of Might	Two-handed Hammer	22	Uncommon	12.5	Common	+12 Might
Heavy Battle Pick of Might	Two-handed Hammer	24	Uncommon	13.5	Common	+14 Might
Heavy Battle Pick of Ruin	Two-handed Hammer	29	Uncommon	15.9	Common	—
Heavy Bright Steel Axe	Axe	24	Uncommon	12	Common	+7 Vitality
Heavy Bright Steel Dagger	Dagger	24	Uncommon	12	Common	+7 Agility
Heavy Bright Steel Greatsword	Two-handed Sword	24	Uncommon	13.5	Common	+14 Might
Heavy Bright Steel Halberd	Halberd	24	Uncommon	13.5	Common	+14 Agility
Heavy Bright Steel Headman's Axe	Two-handed Axe	24	Uncommon	13.5	Common	+14 Vitality
Heavy Bright Steel Mace	Mace	24	Uncommon	12	Common	+7 Will
Heavy Bright Steel Sword	Sword	24	Uncommon	12	Common	+7 Might
Heavy Bronze Axe	Axe	7	Uncommon	4	Common	+6 Max Power
Heavy Bronze Dagger	Dagger	7	Uncommon	4	Common	+2 Will
Heavy Bronze Greatsword	Two-handed Sword	7	Uncommon	5	Common	+4 Agility
Heavy Bronze Headman's Axe	Two-handed Axe	7	Uncommon	5	Common	+4 Might
Heavy Bronze Mace	Mace	7	Uncommon	4	Common	+3 Power Regeneration out of Combat
Heavy Bronze Sword	Sword	7	Uncommon	4	Common	+5 Max Morale
Heavy Chasing Hammer	Two-handed Hammer	23	Uncommon	13	Common	—
Heavy Chasing Hammer	Two-handed Hammer	28	Uncommon	15.4	Common	—
Heavy Chasing Hammer	Two-handed Hammer	30	Common	12.7	Common	—
Heavy Chasing Hammer	Two-handed Hammer	31	Uncommon	16.9	Common	—
Heavy Chasing Hammer	Two-handed Hammer	33	Common	13.8	Common	—
Heavy Chasing Hammer	Two-handed Hammer	36	Uncommon	19.4	Common	—
Heavy Chasing Hammer of Might	Two-handed Hammer	25	Uncommon	13.9	Common	+14 Might
Heavy Chasing Hammer of Stamina	Two-handed Hammer	31	Uncommon	16.9	Common	+1.9 Power Regeneration in Combat
Heavy Chasing Hammer of Wounding	Two-handed Hammer	24	Uncommon	13.5	Common	—
Heavy Chisel-edge Hammer of Vigour	Two-handed Hammer	18	Uncommon	10.5	Common	+10 Vitality
Heavy Chisel-edge Hammer	Two-handed Hammer	6	Uncommon	4.5	Common	—
Heavy Chisel-edge Hammer	Two-handed Hammer	11	Uncommon	7	Common	—
Heavy Chisel-edge Hammer	Two-handed Hammer	12	Common	5.8	Common	—
Heavy Chisel-edge Hammer	Two-handed Hammer	15	Common	6.9	Common	—
Heavy Chisel-edge Hammer	Two-handed Hammer	18	Common	8.1	Common	—
Heavy Chisel-edge Hammer	Two-handed Hammer	18	Uncommon	10.5	Common	—
Heavy Club	Club	45	Rare	23.4	Westernesse	+24 Might, +92 Max Power
Heavy Flat-headed Hammer	Two-handed Hammer	28	Uncommon	15.4	Common	—
Heavy Flat-headed Hammer	Two-handed Hammer	36	Common	15	Common	—
Heavy Flat-headed Hammer	Two-handed Hammer	38	Uncommon	20.4	Common	—
Heavy Hammer of Battle	Two-handed Hammer	45	Incomparable	28.4	Ancient Dwarf	+24 Might, +24 Agility, +2.7 Power Regeneration in Combat
Heavy Iron Axe	Axe	13	Uncommon	7.2	Common	+4 Vitality
Heavy Iron Dagger	Dagger	13	Uncommon	7.2	Common	+4 Agility
Heavy Iron Greatsword	Two-handed Sword	13	Uncommon	8	Common	+18 Might



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Heavy Iron Halberd	Halberd	15	Uncommon	9	Common	+18 Might
Heavy Iron Headman's Axe	Two-handed Axe	13	Uncommon	8	Common	+20 Max Power
Heavy Iron Mace	Mace	13	Uncommon	7.2	Common	+10 Max Morale
Heavy Iron Sword	Sword	13	Uncommon	7.2	Common	+4 Might
Heavy Ornate Mace of Fleetness	Mace	41	Uncommon	19.2	Common	+11 Agility
Heavy Pick Hammer	Two-handed Hammer	1	Common	1.4	Common	—
Heavy Pick Hammer	Two-handed Hammer	6	Common	3.5	Common	—
Heavy Pick Hammer	Two-handed Hammer	9	Common	4.6	Common	—
Heavy Pointed Hammer	Two-handed Hammer	36	Common	15	Common	—
Heavy Pointed Hammer of Ruin	Two-handed Hammer	33	Uncommon	17.9	Common	—
Heavy Round-head Mallet	Two-handed Hammer	39	Uncommon	20.9	Common	—
Heavy Round-head Mallet	Two-handed Hammer	48	Common	19.6	Common	—
Heavy Rowan Bow	Bow	7	Uncommon	5	Common	—
Heavy Rowan Crossbow	Crossbow	7	Uncommon	5	Common	—
Heavy Rowan Hammer	Hammer	7	Uncommon	4	Common	+5 Max Morale
Heavy Rowan Spear	Spear	10	Uncommon	5.6	Common	+3 Vitality
Heavy Rowan Staff	Stave	7	Uncommon	5	Common	+12 Max Power
Heavy Spiked Hand Axe	Axe	44	Uncommon	20.8	Common	—
Heavy Spiked Hand Axe of Fleetness	Axe	44	Uncommon	20.8	Common	+12 Agility, +12 Might
Heavy Spiked Hand Axe of Might	Axe	49	Uncommon	22.4	Common	+13 Might
Heavy Spiked Hand Axe of Vigour	Axe	37	Uncommon	17.6	Common	+10 Vitality
Heavy Spiked Mace	Mace	14	Uncommon	7.2	Common	—
Heavy Spiked Mace	Mace	19	Uncommon	9.6	Common	—
Heavy Spiked Mace	Mace	38	Uncommon	17.6	Common	—
Heavy Spiked Mace	Mace	43	Uncommon	20	Common	—
Heavy Spiked Mace of Determination	Mace	16	Uncommon	8	Common	+5 Will
Heavy Spiked Mace of Fleetness	Mace	19	Uncommon	9.6	Common	+5 Agility
Heavy Spiked Mace of Fleetness	Mace	50	Uncommon	23.2	Common	+14 Agility
Heavy Spiked Mace of Might	Mace	22	Uncommon	11.2	Common	+6 Might
Heavy Spiked Mace of Ruin	Mace	40	Uncommon	18.4	Common	—
Heavy Spiked Mace of Strengthening	Mace	39	Uncommon	18.4	Common	—
Heavy Spiked Mace of the Goblin-wars	Mace	13	Uncommon	7.2	Common	—
Heavy Spiked Mace of the Spirit	Mace	41	Uncommon	19.2	Common	—
Heavy Spiked Mace of the Spirit	Mace	30	Uncommon	14.4	Common	—
Heavy Spiked Mace of Wounding	Mace	26	Uncommon	12.8	Common	—
Heavy Spiked Mace of Wounding	Mace	47	Uncommon	21.6	Common	—
Heavy Spiked War Axe	Axe	27	Uncommon	12.8	Common	—
Heavy Spiked War Axe	Axe	32	Uncommon	15.2	Common	—
Heavy Spiked War Axe	Axe	34	Uncommon	16	Common	—
Heavy Spiked War Axe of Stamina	Axe	34	Uncommon	16	Common	+1 Power Regeneration in Combat
Heavy Spiked War Axe of Strengthening	Axe	29	Uncommon	13.6	Common	—
Heavy Spiked War Axe of the Goblin-wars	Axe	21	Uncommon	10.4	Common	—
Heavy Spiked War Axe of Wounding	Axe	22	Uncommon	11.2	Common	—
Heavy Spiked War Hammer	Two-handed Hammer	13	Uncommon	8	Common	—
Heavy Spiked War Hammer	Two-handed Hammer	16	Uncommon	9.5	Common	—
Heavy Spiked War Hammer	Two-handed Hammer	17	Uncommon	10	Common	—
Heavy Spiked War Hammer	Two-handed Hammer	18	Common	8.1	Common	—
Heavy Spiked War Hammer	Two-handed Hammer	20	Uncommon	11.5	Common	—
Heavy Spiked War Hammer	Two-handed Hammer	21	Common	9.2	Common	—
Heavy Spiked War Hammer	Two-handed Hammer	23	Uncommon	13	Common	—
Heavy Spiked War Hammer	Two-handed Hammer	24	Common	10.4	Common	—
Heavy Spiked War Hammer of Extermination	Two-handed Hammer	9	Uncommon	6	Common	—
Heavy Spiked War Hammer of Might	Two-handed Hammer	23	Uncommon	13	Common	+12 Might

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Heavy Stalwart Hammer of the Hunter	Two-handed Hammer	15	Uncommon	9	Common	—
Heavy Striking Hammer	Two-handed Hammer	9	Common	4.6	Common	—
Heavy Striking Hammer	Two-handed Hammer	12	Common	5.8	Common	—
Heavy Striking Hammer	Two-handed Hammer	15	Common	6.9	Common	—
Heavy Stalwart Hammer	Two-handed Hammer	17	Uncommon	10	Common	—
Heavy Stalwart Hammer	Two-handed Hammer	21	Common	9.2	Common	—
Heavy Stalwart Hammer	Two-handed Hammer	21	Uncommon	12	Common	—
Heavy Stalwart Hammer	Two-handed Hammer	22	Uncommon	12.5	Common	—
Heavy Stalwart Hammer	Two-handed Hammer	24	Common	10.4	Common	—
Heavy Stalwart Hammer	Two-handed Hammer	24	Uncommon	13.5	Common	—
Heavy Stalwart Hammer	Two-handed Hammer	27	Common	11.5	Common	—
Heavy Stalwart Hammer	Two-handed Hammer	28	Uncommon	15.4	Common	—
Heavy War Cleaver of Wounding	Two-handed Axe	47	Uncommon	24.9	Common	—
Heavy Yew Bow	Bow	24	Uncommon	13.5	Common	—
Heavy Yew Crossbow	Crossbow	24	Uncommon	13.5	Common	—
Heavy Yew Hammer	Hammer	24	Uncommon	12	Common	+18 Max Power
Heavy Yew Spear	Spear	24	Uncommon	12	Common	+18 Max Power
Heavy Yew Staff	Stave	24	Uncommon	13.5	Common	+34 Max Morale
Hefna	Axe	50	Rare	26.1	Light	+14 Might, +14 Fate
Hefnar	Two-handed Sword	50	Rare	29.7	Common	+28 Agility
Helchgam's Conqueror	Mace	50	Rare	26.1	Common	+14 Vitality, +14 Will, +35 Max Morale, +1.5 Power Regeneration in Combat
Helm Crusher	Mace	32	Uncommon	15.2	Common	+9 Will, +67 Power Regeneration in Combat
Helm-cleaver	Axe	26	Rare	14.4	Ancient Dwarf	+8 Might, +78 Power Regeneration in Combat
Hermit's Rage	Mace	48	Rare	25.2	Common	+26 Might, +68 Max Morale
Hill-defender	Two-handed Sword	50	Incomparable	31.4	Fire	+3 Power Regeneration in Combat, +28 Might
Hithlim's Bow	Bow	34	Uncommon	18.4	Beleriand	—
Hithlim's Mace	Mace	34	Uncommon	16	Ancient Dwarf	+24 Max Morale
Hithrond	Stave	40	Rare	24.1	Light	+22 Fate, +58 Max Power
Hook-blade Halberd	Halberd	46	Common	18.8	Common	—
Hooked Axe	Axe	28	Uncommon	13.6	Common	—
Hooked Axe	Axe	45	Uncommon	20.8	Common	—
Hooked Axe of Might	Axe	25	Uncommon	12	Common	+7 Might
Hooked Halberd	Halberd	37	Common	15.4	Common	—
Hooked Halberd	Halberd	40	Common	16.5	Common	—
Hooked Halberd	Halberd	49	Uncommon	25.9	Common	—
Hooked Halberd of Endurance	Halberd	50	Uncommon	26.4	Common	+7.5 Power Regeneration out of Combat, +28 Agility
Hooked Halberd of Might	Halberd	45	Uncommon	23.9	Common	+24 Might, +66 Max Power
Hooked Halberd of Might	Halberd	48	Uncommon	25.4	Common	+26 Might, +70 Max Power
Hopebringer	Mace	50	Rare	26.1	Common	+1.5 Power Regeneration in Combat
Hornsounder's Hammer	Two-handed Hammer	31	Uncommon	16.9	Common	+16 Might, +16 Vitality
Hunter of Blue Crag	Bow	7	Common	4.4	Common	—
Hunter of Tarkrip	Mace	22	Uncommon	11.2	Common	+6 Vitality
Hunter's Eye	Bow	50	Rare	29.7	Light	+1% Critical Hit Chance
Huntspritt	Sword	44	Rare	23.4	Common	+12 Might
Hunulf's Dagger	Dagger	21	Uncommon	10.4	Common	—
Huorn Purger	Mace	30	Uncommon	14.4	Common	+8 Might, +1.9 Power Regeneration out of Combat
Ice-axe of Forochel	Axe	18	Rare	9.9	Light	+13 Max Morale
Ice-blade of Forochel	Sword	33	Rare	18	Light	+7 Will
Iordram	Mace	44	Uncommon	20.8	Common	+12 Might, +5 Agility, +5 Vitality, +32 Max Power
Iornagol	Sword	49	Rare	25.2	Beleriand	+50 Max Power
Iornaith's Bane	Sword	7	Uncommon	4	Common	—
Iron Axe	Axe	13	Common	6.3	Common	—
Iron Dagger	Dagger	13	Common	6.3	Common	—
Iron Greatsword	Two-handed Sword	13	Common	7	Common	—
Iron Sword	Sword	13	Common	6.3	Common	—
Ironband's Club	Club	20	Uncommon	10.4	Common	+5 Might



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Ironband's Staff	Stave	20	Uncommon	11.5	Common	+10 Will
Iron-head	Two-handed Sword	50	Rare	29.7	Common	+2% Critical Hit Chance, +26 Will
Isenring	Two-handed Sword	48	Rare	28.6	Common	+26 Agility, +70 Max Power
Jarnbrot	Mace	50	Rare	26.1	Common	+1% Critical Hit Chance, +14 Might
Jarnhart	Crossbow	49	Rare	29.1	Ancient Dwarf	—
Kalfur's Glory	Crossbow	30	Rare	18.5	Ancient Dwarf	—
Kaukil's Doom	Two-handed Sword	35	Rare	21.3	Common	+2% Critical Hit Chance, +25 Max Morale
Keen Balanced Dagger	Dagger	32	Uncommon	15.2	Common	+1% Critical Hit Chance
Keen Barbed Spear	Spear	41	Uncommon	19.2	Common	+1% Critical Hit Chance
Keen Bear Knife of the Goblin-wars	Dagger	21	Uncommon	10.4	Common	+1% Critical Hit Chance
Keen Bear Knife of the North	Dagger	50	Uncommon	23.2	Common	+1% Critical Hit Chance
Keen Broad-head Halberd	Halberd	42	Uncommon	22.4	Common	+2% Critical Hit Chance
Keen Broadsword	Sword	22	Uncommon	11.2	Common	+1% Critical Hit Chance
Keen Broadsword	Sword	47	Uncommon	21.6	Common	+1% Critical Hit Chance
Keen Chasing Hammer of the South Kingdom	Hammer	37	Uncommon	17.6	Common	+1% Critical Hit Chance
Keen Double-ball Hammer	Hammer	50	Uncommon	23.2	Common	+1% Critical Hit Chance
Keen Double-bladed Axe	Axe	24	Uncommon	12	Common	+1% Critical Hit Chance
Keen Double-headed Spear	Spear	49	Uncommon	22.4	Common	+1% Critical Hit Chance
Keen Elvish Longsword	Sword	44	Uncommon	20.8	Common	+1% Critical Hit Chance
Keen Fighting Dagger of the Spirit	Dagger	41	Uncommon	19.2	Common	+1% Critical Hit Chance
Keen Flat-headed Mace	Mace	21	Uncommon	10.4	Common	+1% Critical Hit Chance
Keen Flat-head Hammer of the West	Hammer	43	Uncommon	20	Common	+1% Critical Hit Chance
Keen Gilded Elvish Claymore of the Goblin-wars	Two-handed Sword	48	Uncommon	25.4	Common	+2% Critical Hit Chance
Keen Gild-hilt Greatsword of Stone-cutting	Two-handed Sword	25	Uncommon	13.9	Common	+2% Critical Hit Chance
Keen Great Metal Club	Two-handed Club	50	Uncommon	26.4	Common	+2% Critical Hit Chance
Keen Great Oak Club	Two-handed Club	23	Uncommon	13	Common	+2% Critical Hit Chance
Keen Great Oak Club of the West	Two-handed Club	43	Uncommon	22.9	Common	+2% Critical Hit Chance
Keen Great Root Club	Two-handed Club	41	Uncommon	21.9	Common	+2% Critical Hit Chance
Keen Great Root Club	Two-handed Club	43	Uncommon	22.9	Common	+2% Critical Hit Chance
Keen Great Root Club of the Spirit	Two-handed Club	48	Uncommon	25.4	Common	+2% Critical Hit Chance
Keen Greatsword	Two-handed Sword	35	Uncommon	18.9	Common	+2% Critical Hit Chance
Keen Guardian's Spear of Arda	Spear	35	Uncommon	16.8	Common	+1% Critical Hit Chance
Keen Hammer-Mace	Mace	31	Uncommon	15.2	Common	+1% Critical Hit Chance
Keen Headman's Axe	Two-handed Axe	21	Uncommon	12	Common	+2% Critical Hit Chance
Keen Heavy Battle Mallet	Two-handed Hammer	42	Uncommon	22.4	Common	+2% Critical Hit Chance
Keen Heavy Battle Pick	Two-handed Hammer	23	Uncommon	13	Common	+2% Critical Hit Chance
Keen Heavy Flat-headed Hammer of Stone-cutting	Two-handed Hammer	30	Uncommon	16.4	Common	+2% Critical Hit Chance
Keen Heavy Round-head Mallet of the Spirit	Two-handed Hammer	50	Uncommon	26.4	Common	+2% Critical Hit Chance
Keen Heavy Spiked Hand Axe of the West	Axe	47	Uncommon	21.6	Common	+1% Critical Hit Chance
Keen Heavy Spiked Mace	Mace	39	Uncommon	18.4	Common	+1% Critical Hit Chance
Keen Heavy War Cleaver	Two-handed Axe	49	Uncommon	25.9	Common	+2% Critical Hit Chance
Keen Hooked Halberd	Halberd	49	Uncommon	25.9	Common	+2% Critical Hit Chance
Keen Kindle Stave of Extermination	Stave	18	Uncommon	10.5	Common	+1% Critical Hit Chance
Keen Kindle Stave of the Goblin-wars	Stave	26	Uncommon	14.4	Common	+1% Critical Hit Chance
Keen Long-bladed Spear	Spear	21	Uncommon	10.4	Common	+1% Critical Hit Chance
Keen Long-bladed Spear	Spear	27	Uncommon	12.8	Common	+1% Critical Hit Chance
Keen Long Hammer-Mace	Mace	50	Uncommon	23.2	Common	+1% Critical Hit Chance
Keen Long War Axe	Two-handed Axe	36	Uncommon	19.4	Common	+2% Critical Hit Chance
Keen Metal-Capped Stave	Stave	50	Uncommon	26.4	Common	+1% Critical Hit Chance
Keen Oak Club	Mace	29	Uncommon	13.6	Common	+1% Critical Hit Chance
Keen Poleaxe of the Mountains	Two-handed Axe	28	Uncommon	15.4	Common	+2% Critical Hit Chance
Keen Scimitar	Sword	25	Uncommon	12	Common	+1% Critical Hit Chance

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Keen Sickled Halberd	Halberd	26	Uncommon	14.4	Common	+2% Critical Hit Chance
Keen Spiked Hatchet	Axe	35	Uncommon	16.8	Common	+1% Critical Hit Chance
Keen Spiked Poleaxe	Two-handed Axe	36	Uncommon	19.4	Common	+2% Critical Hit Chance
Keen Square Bat	Mace	41	Uncommon	19.2	Common	+1% Critical Hit Chance
Keen Steel Battle Spear	Spear	50	Uncommon	23.2	Common	+1% Critical Hit Chance
Keen Thrusting Spear	Spear	31	Uncommon	15.2	Common	+1% Critical Hit Chance
Keen Wing-hilt Greatsword	Two-handed Sword	50	Uncommon	26.4	Common	+2% Critical Hit Chance
Keen Wood Bat	Mace	20	Uncommon	10.4	Common	+1% Critical Hit Chance
Kekkonen's Bow	Bow	25	Uncommon	13.9	Common	—
Kekkonen's Hammer	Hammer	25	Uncommon	12	Common	+7 Might, +5 Fate
Ketill's Longsword	Sword	7	Common	3.5	Common	—
Khurrákh's Vanquisher	Mace	48	Uncommon	22.4	Common	+13 Agility, +13 Will, +49 Max Power
Kindle Stave	Stave	10	Uncommon	6.5	Common	—
Kindle Stave	Stave	20	Uncommon	11.5	Common	—
Kindle Stave	Stave	22	Uncommon	12.5	Common	—
Kindle Stave	Stave	23	Uncommon	13	Common	—
Kindle Stave	Stave	27	Uncommon	14.9	Common	—
Kindle Stave	Stave	29	Uncommon	15.9	Common	—
Kindle Stave	Stave	32	Uncommon	17.4	Common	—
Kindle Stave	Stave	33	Uncommon	17.9	Common	—
Kindle Stave	Stave	34	Uncommon	18.4	Common	—
Kindle Stave	Stave	36	Uncommon	19.4	Common	—
Kindle Stave	Stave	37	Uncommon	19.9	Common	—
Kindle Stave of Determination	Stave	46	Uncommon	24.4	Common	+24 Will, +24 Fate
Kindle Stave of Fate	Stave	16	Uncommon	9.5	Common	+10 Fate
Kindle Stave of Fate	Stave	32	Uncommon	17.4	Common	+18 Fate
Kindle Stave of Fate	Stave	41	Uncommon	21.9	Common	+22 Fate
Kindle Stave of Fate	Stave	45	Uncommon	23.9	Common	+24 Fate
Kindle Stave of the Hunter	Stave	15	Uncommon	9	Common	—
Kindle Stave of the North	Stave	44	Uncommon	23.4	Common	—
Kindle Stave of the Spirit	Stave	23	Uncommon	13	Common	—
Kindle Stave of Wounding	Stave	37	Uncommon	19.9	Common	—
Kindle Stave of Wounding	Stave	41	Uncommon	21.9	Common	—
Knife	Dagger	1	Common	1.4	Common	—
Knife of the Barrows	Sword	20	Uncommon	10.4	Common	—
Krithmog's Slayer	Two-handed Sword	41	Rare	24.7	Common	+22 Agility, +22 Fate, +2% Critical Hit Chance
Ladbeng	Bow	34	Uncommon	18.4	Common	—
Ladgris	Sword	40	Rare	20.7	Common	+11 Might, +4 Agility, +29 Max Power, +1% Parry Chance
Laegúr	Two-handed Sword	25	Rare	15.7	Beleriand	+7 Agility, +7 Might
Laerdan's Axe	Axe	50	Rare	26.1	Westernesse	+14 Might, +14 Vitality, +1% Critical Hit Chance, +1.9 Power Regeneration out of Combat
Laergil's Mace	Mace	13	Uncommon	7.2	Common	+4 Fate
Lagmås's Defeat	Two-handed Sword	50	Rare	29.7	Ancient Dwarf	+10 Vitality, +28 Fate, +100 Max Morale
Lagoroval	Two-handed Sword	41	Rare	24.7	Ancient Dwarf	+3.8 Power Regeneration out of Combat, +11 Might, +8 Will
Laingalad	Sword	50	Rare	26.1	Ancient Dwarf	+36 Max Power, +1% Parry Chance, +1% Critical Hit Chance
Lainis	Stave	47	Uncommon	24.9	Common	+10 Will, +26 Fate, +2 Power Regeneration in Combat, +3.8 Power Regeneration out of Combat
Lance of the Riddermark	Spear	28	Rare	15.3	Beleriand	+1% Parry Chance
Laugfút's Fall	Two-handed Sword	11	Common	6.1	Common	—
Lavish Arbalest	Crossbow	44	Common	18.1	Common	—
Lavish Arbalest of Wounding	Crossbow	46	Uncommon	24.4	Common	—
Leafcutter's Edge	Sword	23	Uncommon	11.2	Common	+6 Agility, +6 Fate
Leather-bound Lebethron Staff	Stave	31	Common	13.1	Common	—
Leather-bound Lebethron Staff	Stave	34	Common	14.2	Common	—
Leather-bound Lebethron Staff	Stave	37	Common	15.4	Common	—
Leather-bound Lebethron Staff	Stave	43	Common	17.7	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Leather-bound Lebethron Staff	Stave	46	Common	18.8	Common	—
Leather-bound Metal Staff	Stave	16	Common	7.3	Common	—
Leather-bound Metal Staff	Stave	19	Common	8.5	Common	—
Leather-bound Metal Staff	Stave	22	Common	9.6	Common	—
Leather-bound Metal Staff	Stave	25	Common	10.8	Common	—
Leather-bound Metal Staff	Stave	37	Common	15.4	Common	—
Leather-bound Metal Staff	Stave	40	Common	16.5	Common	—
Leather-bound Metal Staff	Stave	46	Common	18.8	Common	—
Leather-bound Stave	Stave	10	Common	5	Common	—
Leather-bound Stave	Stave	13	Common	6.2	Common	—
Leather-bound Stave	Stave	25	Common	10.8	Common	—
Leather-bound Stave	Stave	28	Common	11.9	Common	—
Leather-bound Stave	Stave	37	Common	15.4	Common	—
Leather-bound Stave	Stave	40	Common	16.5	Common	—
Lebethron Bow	Bow	34	Uncommon	18.4	Common	—
Lebethron Crossbow	Crossbow	34	Uncommon	18.4	Common	—
Lebethron Hammer	Hammer	34	Uncommon	16	Common	—
Lebethron Spear	Spear	34	Uncommon	16	Common	—
Lebethron Staff	Stave	22	Common	9.6	Common	—
Lebethron Staff	Stave	25	Common	10.8	Common	—
Lebethron Staff	Stave	28	Common	11.9	Common	—
Lebethron Staff	Stave	34	Uncommon	18.4	Common	—
Lebethron Staff	Stave	40	Common	16.5	Common	—
Light Arbalest	Crossbow	31	Uncommon	16.9	Common	—
Light Arbalest	Crossbow	32	Common	13.5	Common	—
Long Felling Axe	Two-handed Sword	6	Common	3.5	Common	—
Long Hammer-Mace	Mace	23	Uncommon	11.2	Common	—
Long Hammer-Mace	Mace	32	Common	11.9	Common	—
Long Hammer-Mace	Mace	35	Common	13.3	Common	—
Long Hammer-Mace	Mace	37	Uncommon	17.6	Common	—
Long Hammer-Mace	Mace	38	Common	14	Common	—
Long Hammer-Mace	Mace	47	Common	17.5	Common	—
Long Hammer-Mace of Determination	Mace	37	Uncommon	17.6	Common	+10 Will, +10 Might
Long Hammer-Mace of Fleetness	Mace	37	Uncommon	17.6	Common	+10 Agility, +27 Max Power
Long Hammer-Mace of Might	Mace	44	Uncommon	20.8	Common	+12 Might, +32 Max Power
Long Hammer-Mace of Ruin	Mace	49	Uncommon	22.4	Common	—
Long Handled Axe	Two-handed Axe	6	Common	3.5	Common	—
Long Handled Spear	Spear	16	Uncommon	8	Common	—
Long Handled Spear	Spear	23	Uncommon	11.2	Common	—
Long Handled Spear of Strengthening	Spear	37	Uncommon	17.6	Common	—
Long Hatchet	Two-handed Sword	3	Common	2.3	Common	—
Long Spiked Hand Axe of Fleetness	Axe	32	Uncommon	15.2	Common	+9 Agility
Long Spiked Hand Axe of Ruin	Axe	44	Uncommon	20.8	Common	—
Long Spiked Hand Axe of Stamina	Axe	50	Uncommon	23.2	Common	+1.5 Power Regeneration in Combat
Long Spiked Hand Axe	Axe	13	Uncommon	7.2	Common	—
Long Spiked Hand Axe	Axe	18	Uncommon	8.8	Common	—
Long Spiked Hand Axe	Axe	22	Uncommon	11.2	Common	—
Long Spiked Hand Axe	Axe	36	Uncommon	16.8	Common	—
Long Spiked Hand Axe of Vigour	Axe	49	Uncommon	22.4	Common	+13 Vitality, +35 Max Morale
Long Spiked Hand Axe of Wounding	Axe	37	Uncommon	17.6	Common	—
Long War Axe	Two-handed Axe	30	Uncommon	16.4	Common	—
Long War Axe	Two-handed Axe	34	Uncommon	18.4	Common	—
Long War Axe	Two-handed Axe	38	Uncommon	20.4	Common	—
Long War Axe	Two-handed Axe	42	Uncommon	22.4	Common	—
Long War Axe	Two-handed Axe	44	Uncommon	23.4	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Long War Axe of Fate	Two-handed Axe	45	Uncommon	23.9	Common	+24 Fate
Long War Axe of Fleetness	Two-handed Axe	35	Uncommon	18.9	Common	+18 Agility
Long War Axe of Fleetness	Two-handed Axe	42	Uncommon	22.4	Common	+24 Agility
Long War Axe of Might	Two-handed Axe	26	Uncommon	14.4	Common	+16 Might
Long War Axe of Ruin	Two-handed Axe	48	Uncommon	25.4	Common	—
Long War Axe of Vigour	Two-handed Axe	31	Uncommon	16.9	Common	+16 Vitality
Long War Axe of Vigour	Two-handed Axe	33	Uncommon	17.9	Common	+18 Vitality
Long War Axe of Wounding	Two-handed Axe	32	Uncommon	17.4	Common	—
Long War Cleaver of Determination	Two-handed Axe	40	Uncommon	21.4	Common	+22 Will
Long War Cleaver of Ruin	Two-handed Axe	38	Uncommon	20.4	Common	—
Long War Cleaver of Vigour	Two-handed Axe	50	Uncommon	26.4	Common	+28 Vitality, +72 Max Power
Long War Cleaver of Wounding	Two-handed Axe	41	Uncommon	21.9	Common	—
Longbeard's Hammer	Two-handed Hammer	33	Uncommon	17.9	Common	+18 Will, +18 Fate
Long-bite	Two-handed Sword	50	Rare	29.7	Light	+14 Agility, +28 Will
Long-bladed Spear	Spear	13	Uncommon	7.2	Common	—
Long-bladed Spear	Spear	23	Uncommon	11.2	Common	—
Long-bladed Spear	Spear	27	Uncommon	12.8	Common	—
Long-bladed Spear	Spear	28	Uncommon	13.6	Common	—
Long-bladed Spear	Spear	30	Uncommon	14.4	Common	—
Long-bladed Spear	Spear	35	Uncommon	16.8	Common	—
Long-bladed Spear	Spear	43	Uncommon	20	Common	—
Long-bladed Spear of Endurance	Spear	21	Uncommon	10.4	Common	+3.8 Power Regeneration out of Combat
Long-bladed Spear of Fate	Spear	38	Uncommon	17.6	Common	+10 Fate
Long-bladed Spear of Fleetness	Spear	43	Uncommon	20	Common	+12 Agility
Long-bladed Spear of Inspiration	Spear	30	Uncommon	14.4	Common	—
Long-bladed Spear of Might	Spear	35	Uncommon	16.8	Common	+9 Might
Long-bladed Spear of the Goblin-wars	Spear	23	Uncommon	11.2	Common	—
Long-bladed Spear of Vigour	Spear	22	Uncommon	11.2	Common	+6 Vitality
Long-bladed Spear of Wounding	Spear	32	Uncommon	15.2	Common	—
Longbottom Club	Club	50	Rare	26.1	Common	+14 Will
Long-handled Felling Axe	Two-handed Axe	1	Common	1.4	Common	—
Long-handled Hammer	Two-handed Hammer	1	Common	1.4	Common	—
Long-handled Hammer	Two-handed Hammer	3	Common	2.3	Common	—
Long-handled Hammer	Two-handed Hammer	6	Common	3.5	Common	—
Long-handled Hatchet	Two-handed Axe	1	Common	1.4	Common	—
Long-handled Spear	Spear	34	Common	12.6	Common	—
Long-handled Spear	Spear	37	Common	14	Common	—
Long-handled Spear	Spear	40	Common	14.7	Common	—
Long-handled Spear	Spear	43	Common	16.1	Common	—
Long-handled Spear	Spear	46	Common	16.8	Common	—
Longsword	Sword	1	Common	1.4	Common	+1 Fate
Longsword	Sword	9	Uncommon	5.6	Common	—
Longsword	Sword	11	Common	4.9	Common	—
Longsword	Sword	14	Common	5.6	Common	—
Longsword	Sword	15	Uncommon	8	Common	—
Longsword	Sword	18	Uncommon	8.8	Common	—
Longsword	Sword	20	Common	7.7	Common	—
Longsword	Sword	23	Common	9.1	Common	—
Longsword	Sword	25	Uncommon	12	Common	—
Longsword	Sword	26	Common	9.8	Common	—
Longsword	Sword	26	Uncommon	12.8	Common	—
Longsword	Sword	29	Common	11.2	Common	—
Longsword	Sword	32	Common	11.9	Common	—
Longsword	Sword	35	Common	13.3	Common	—
Longsword	Sword	38	Common	14	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Longsword	Sword	39	Uncommon	18.4	Common	—
Longsword	Sword	41	Common	15.4	Common	—
Longsword	Sword	44	Common	16.1	Common	—
Longsword	Sword	44	Uncommon	20.8	Common	—
Longsword	Sword	45	Uncommon	20.8	Common	—
Longsword	Sword	47	Common	17.5	Common	—
Longsword of Determination	Sword	26	Uncommon	12.8	Common	+8 Will
Longsword of Determination	Sword	34	Uncommon	16	Common	+9 Will
Longsword of Determination	Sword	44	Uncommon	20.8	Common	+12 Will
Longsword of Extermination	Sword	17	Uncommon	8.8	Common	—
Longsword of Fleetness	Sword	26	Uncommon	12.8	Common	+8 Agility
Longsword of Might	Sword	18	Uncommon	8.8	Common	+5 Might
Longsword of Might	Sword	48	Uncommon	22.4	Common	+13 Might
Longsword of Might	Sword	49	Uncommon	22.4	Common	+13 Might
Longsword of Ruin	Sword	35	Uncommon	16.8	Common	—
Longsword of the Spirit	Sword	46	Uncommon	21.6	Common	—
Longsword of Vigour	Sword	25	Uncommon	12	Common	+7 Vitality
Long-thorned Bow	Bow	46	Uncommon	24.4	Common	—
Lornë's Dagger	Dagger	45	Uncommon	20.8	Common	+12 Might, +12 Agility, +1% Critical Hit Chance
Lost Peace	Two-handed Sword	48	Rare	28.6	Common	+7.5 Power Regeneration out of Combat, +26 Might
Lotholf	Stave	50	Rare	29.7	Common	+28 Vitality, +100 Max Morale, 10% Critical Hit Chance Modifier
Lubach's Crusher	Mace	12	Uncommon	6.4	Common	+4 Might
Lubach's Ender	Two-handed Sword	12	Uncommon	7.5	Common	+8 Might
Lucky Shortbow	Bow	9	Common	5.2	Common	—
Lunathron's Bow	Bow	50	Rare	29.7	Westernesse	—
Mace	Mace	1	Common	1.4	Common	+1 Max Morale
Mace	Mace	45	Rare	23.4	Fire	+45 Max Morale, +12 Might
Mace of Beren	Mace	35	Rare	18.9	Westernesse	+9 Might, +26 Max Power
Mace of Imladris	Mace	32	Rare	17.1	Beleriand	+24 Max Power, +23 Max Morale
Mace of Lórien	Mace	22	Rare	12.6	Beleriand	+6 Vitality
Mace of Moria	Mace	15	Rare	9	Ancient Dwarf	+4 Might
Mace of Othrikar	Mace	21	Uncommon	10.4	Common	+6 Agility
Mace of Song	Mace	45	Incomparable	24.7	Beleriand	+12 Might, +12 Agility, +45 Max Morale
Mace of the Anduin	Mace	45	Rare	23.4	Light	+12 Will, +1.4 Power Regeneration in Combat
Mace of the Barrows	Mace	22	Uncommon	11.2	Common	+1% Critical Hit Chance
Mace of the Brown Wizard	Mace	31	Uncommon	15.2	Common	+8 Fate, +65 Power Regeneration in Combat
Mace of the Bruinen	Mace	19	Rare	10.8	Westernesse	+5 Agility
Mace of the Eldar	Mace	48	Rare	25.2	Fire	+13 Fate, +34 Max Morale, +1% Parry Chance
Mace of the Gladden	Mace	9	Rare	6.3	Common	+36 Power Regeneration in Combat
Mace of the Greyflood	Mace	27	Rare	14.4	Light	+28 Max Power
Mace of the Night	Sword	45	Incomparable	24.7	Ancient Dwarf	+45 Max Morale, +1% Parry Chance
Mace of the Seven Fathers	Mace	38	Rare	19.8	Ancient Dwarf	+1.1 Power Regeneration in Combat, +10 Fate
Mace of the Stars	Mace	38	Rare	19.8	Light	+10 Vitality, +27 Max Morale
Mace of the Woodlands	Mace	13	Rare	8.1	Fire	+10 Max Power
Machar's Vengeance	Mace	44	Uncommon	20.8	Common	+44 Max Morale, +1.9 Power Regeneration out of Combat
Maechith	Two-handed Sword	44	Rare	26.3	Light	+12 Might, +12 Fate, +31 Max Morale, +12 Agility
Maedhusc's Mace	Mace	41	Uncommon	19.2	Common	+41 Max Morale
Maeglebed	Two-handed Sword	50	Rare	29.7	Common	—
Maethathol	Axe	40	Uncommon	18.4	Common	+11 Agility, +11 Vitality
Mallennor's Bow	Bow	30	Uncommon	16.4	Common	—
Manadh	Bow	47	Rare	28	Light	—
Marcho's Edge	Sword	47	Rare	24.3	Common	+47 Max Morale
Maribell's Defender	Sword	14	Uncommon	7.2	Common	+4 Will
Mathi's Axe	Axe	5	Common	2.8	Common	—
Matron's Bane	Sword	33	Uncommon	16	Common	+9 Agility, +9 Fate
Matron's End	Two-handed Sword	33	Uncommon	17.9	Common	+2% Parry Chance, +9 Fate

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Medliron	Mace	22	Uncommon	11.2	Common	+6 Might
Menegris	Two-handed Sword	46	Rare	27.5	Beleriand	+33 Max Power, +1.4 Power Regeneration in Combat, +12 Might
Metal-Capped Stave of Determination	Stave	17	Uncommon	10	Common	+10 Will
Metal-Capped Stave of Fate	Stave	29	Uncommon	15.9	Common	+16 Fate, +42 Max Morale
Metal-Capped Stave of Inspiration	Stave	42	Uncommon	22.4	Common	—
Metal-Capped Stave of Inspiration	Stave	50	Uncommon	26.4	Common	—
Metal-Capped Stave of Might	Stave	21	Uncommon	12	Common	+12 Might
Metal-Capped Stave of Ruin	Stave	34	Uncommon	18.4	Common	—
Metal-Capped Stave of the Goblin-wars	Stave	35	Uncommon	18.9	Common	—
Metal-Capped Stave of the Hunter	Stave	12	Uncommon	7.5	Common	—
Metal-Capped Stave of Vigour	Stave	20	Uncommon	11.5	Common	+10 Vitality
Metal-Capped Stave of Vigour	Stave	30	Uncommon	16.4	Common	+16 Vitality
Metal-Capped Stave of Vigour	Stave	35	Uncommon	18.9	Common	+18 Vitality
Metal-Capped Stave	Stave	21	Uncommon	12	Common	—
Metal-Capped Stave	Stave	22	Uncommon	12.5	Common	—
Metal-Capped Stave	Stave	26	Uncommon	14.4	Common	—
Metal-Capped Stave	Stave	30	Uncommon	16.4	Common	—
Metal-Capped Stave	Stave	31	Uncommon	16.9	Common	—
Metal-Capped Stave	Stave	34	Uncommon	18.4	Common	—
Metal-Capped Stave	Stave	35	Uncommon	18.9	Common	—
Metal-Capped Stave	Stave	36	Uncommon	19.4	Common	—
Metal-Capped Stave	Stave	39	Uncommon	20.9	Common	—
Metal-Capped Stave	Stave	44	Uncommon	23.4	Common	—
Metal-Capped Stave	Stave	47	Uncommon	24.9	Common	—
Metal-Capped Stave of Wounding	Stave	27	Uncommon	14.9	Common	—
Metal Club	Club	16	Uncommon	8	Common	+12 Max Power
Metal Club	Club	17	Common	7	Common	—
Metal Club	Club	20	Common	7.7	Common	—
Metal Club	Club	23	Common	9.1	Common	—
Metal Club	Club	23	Uncommon	11.2	Common	+17 Max Power
Metal Club	Club	24	Uncommon	12	Common	+18 Max Power
Metal Club	Club	26	Common	9.8	Common	—
Metal Club	Club	26	Uncommon	12.8	Common	+19 Max Power
Metal Club	Club	33	Uncommon	16	Common	+24 Max Power
Metal Club	Club	41	Common	15.4	Common	—
Metal Club of Arda	Club	15	Uncommon	8	Common	—
Metal Club of Determination	Club	19	Uncommon	9.6	Common	+5 Will
Metal Club of Endurance	Club	50	Uncommon	23.2	Common	+3.8 Power Regeneration out of Combat, +14 Might
Metal Club of Inspiration	Club	24	Uncommon	12	Common	—
Metal Club of Inspiration	Club	50	Uncommon	23.2	Common	—
Metal Club of Ruin	Club	33	Uncommon	16	Common	—
Metal Club of the Goblin-wars	Club	21	Uncommon	10.4	Common	—
Metal Club of the Goblin-wars	Club	32	Uncommon	15.2	Common	—
Metal Club of Wounding	Club	25	Uncommon	12	Common	—
Metal-stock Crossbow	Crossbow	32	Common	13.5	Common	—
Methgrist	Two-handed Sword	50	Rare	29.7	Common	+10 Fate, +3 Power Regeneration in Combat, +3.8 Power Regeneration out of Combat
Methronn	Two-handed Sword	44	Uncommon	23.4	Common	+64 Max Power, +2% Critical Hit Chance
Millwork Long Axe	Two-handed Axe	9	Common	4.6	Common	—
Minstrel's Friend	Sword	15	Rare	9	Common	+4 Will, +4 Fate
Mirrored Ancient Steel Axe	Axe	50	Incomparable	27.6	Light	+14 Might, +1% Parry Chance, +14 Vitality, +50 Max Morale
Mirrored Ancient Steel Dagger	Dagger	50	Incomparable	27.6	Light	+14 Agility, +1.5 Power Regeneration in Combat, +14 Fate, +50 Max Morale
Mirrored Ancient Steel Greatsword	Two-handed Sword	50	Incomparable	31.4	Light	+28 Might, +2% Parry Chance, +28 Agility, +100 Max Morale
Mirrored Ancient Steel Halberd	Halberd	50	Incomparable	31.4	Light	+28 Agility, +2% Parry Chance, +28 Vitality, +100 Max Morale
Mirrored Ancient Steel Headman's Axe	Two-handed Sword	50	Incomparable	31.4	Light	+14 Might, +2% Parry Chance, +28 Agility, +102 Max Power
Mirrored Ancient Steel Mace	Mace	50	Incomparable	27.6	Light	+14 Vitality, +1% Parry Chance, +14 Might, +50 Max Morale



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Mirrored Ancient Steel Sword	Sword	50	Incomparable	27.6	Light	+14 Vitality, +1% Parry Chance, +14 Might, +51 Max Power
Mirrored Gondorian Axe	Axe	30	Rare	16.2	Common	+8 Agility, +.63 Power Regeneration in Combat
Mirrored Gondorian Dagger	Dagger	30	Rare	16.2	Common	+8 Vitality, +.63 Power Regeneration in Combat
Mirrored Gondorian Greatsword	Two-handed Sword	30	Rare	18.5	Common	+42 Max Morale, +1.3 Power Regeneration in Combat
Mirrored Gondorian Halberd	Halberd	30	Rare	18.5	Common	+42 Max Morale, +1.3 Power Regeneration in Combat
Mirrored Gondorian Headman's Axe	Two-handed Axe	30	Rare	18.5	Common	+44 Max Power, +1.3 Power Regeneration in Combat
Mirrored Gondorian Mace	Mace	30	Rare	16.2	Common	+8 Might, +.63 Power Regeneration in Combat
Mirrored Gondorian Sword	Sword	30	Rare	16.2	Common	+8 Vitality, +.63 Power Regeneration in Combat
Mirrored Westernesse Axe	Axe	38	Rare	19.8	Westernesse	+39 Max Power
Mirrored Westernesse Dagger	Dagger	38	Rare	19.8	Westernesse	+10 Might, +.80 Power Regeneration in Combat
Mirrored Westernesse Greatsword	Two-handed Sword	38	Rare	23	Westernesse	+76 Max Morale
Mirrored Westernesse Halberd	Halberd	38	Rare	23	Westernesse	+10 Vitality, +1.6 Power Regeneration in Combat
Mirrored Westernesse Headman's Axe	Two-handed Axe	38	Rare	23	Westernesse	+78 Max Power
Mirrored Westernesse Mace	Mace	38	Rare	19.8	Westernesse	+10 Agility, +.80 Power Regeneration in Combat
Mirrored Westernesse Sword	Sword	38	Rare	19.8	Westernesse	+38 Max Morale
Mudbottom's Bane	Sword	12	Uncommon	6.4	Common	—
Mugwort's Old Staff	Stave	24	Uncommon	13.5	Common	+14 Will, +14 Fate
Munce's Axe	Axe	20	Uncommon	10.4	Common	+15 Max Power
Munce's Masher	Two-handed Sword	22	Uncommon	12.5	Common	+6 Agility
Narvi's Greataxe	Two-handed Sword	19	Rare	12.3	Ancient Dwarf	—
Náthfeig	Crossbow	50	Rare	29.7	Common	—
Neldil	Bow	48	Uncommon	25.4	Common	—
Nenhigil	Sword	38	Rare	19.8	Fire	+1.1 Power Regeneration in Combat, +10 Agility
New Club	Club	2	Common	2.1	Common	—
New Dagger	Dagger	5	Common	2.8	Common	—
New Hammer	Hammer	4	Common	2.8	Common	—
New Mace	Mace	2	Common	2.1	Common	—
Nightward	Two-handed Sword	50	Rare	29.7	Common	+100 Max Morale, +28 Might
Nishruk's Foe	Mace	22	Uncommon	11.2	Common	+6 Fate
Northwind	Bow	50	Rare	29.7	Common	—
Notched Halberd	Halberd	43	Common	17.7	Common	—
Oak Bow	Bow	22	Uncommon	12.5	Common	—
Oak Bow	Bow	28	Uncommon	15.4	Common	—
Oak Bow	Bow	29	Uncommon	15.9	Common	—
Oak Bow of Extermination	Bow	26	Uncommon	14.4	Common	—
Oak Bow of Skill	Bow	28	Uncommon	15.4	Common	—
Oak Bow of Skill	Bow	41	Uncommon	21.9	Common	—
Oak Bow of Wounding	Bow	25	Uncommon	13.9	Common	—
Oak Club	Club	8	Common	3.5	Common	—
Oak Club	Club	11	Common	4.9	Common	—
Oak Club	Club	23	Common	9.1	Common	—
Oak Club	Club	28	Uncommon	13.6	Common	—
Oak Club	Club	35	Common	13.3	Common	—
Oak Club of Determination	Club	45	Uncommon	20.8	Common	+12 Will, +12 Fate
Oak Club of Fleetness	Club	29	Uncommon	13.6	Common	+8 Agility
Oak Club of Might	Club	23	Uncommon	11.2	Common	+6 Might
Oak Club of Vigour	Club	43	Uncommon	20	Common	+12 Vitality
Oak Club of Wounding	Club	50	Uncommon	23.2	Common	—
Oakenfist	Mace	50	Rare	26.1	Common	+28 Vitality, +28 Agility
Oakenthorn	Spear	50	Rare	26.1	Light	+1% Parry Chance, +14 Agility, +36 Max Power
Oakheart's Dagger	Dagger	32	Uncommon	15.2	—	—
Oakheart's Defender	Mace	36	Rare	18.9	Ancient Dwarf	+9 Might
Oak Longbow	Bow	16	Uncommon	9.5	Common	—
Oak Longbow	Bow	18	Uncommon	10.5	Common	—
Oak Longbow	Bow	19	Uncommon	11	Common	—
Oak Longbow	Bow	21	Uncommon	12	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Oak Longbow	Bow	49	Uncommon	25.9	Common	—
Oak Longbow of Bluffing	Bow	21	Uncommon	12	Common	—
Oak Longbow of Bluffing	Bow	27	Uncommon	14.9	Common	—
Oak Longbow of Extermination	Bow	18	Uncommon	10.5	Common	—
Oak Longbow of the Spirit	Bow	16	Uncommon	9.5	Common	—
Oak Shortbow	Bow	35	Uncommon	18.9	Common	—
Oak Shortbow	Bow	36	Uncommon	19.4	Common	—
Oak Shortbow	Bow	39	Uncommon	20.9	Common	—
Oak Staff	Stave	1	Common	1.4	Common	—
Oak Staff	Stave	2	Common	1.9	Common	—
Oak Staff	Stave	4	Common	2.7	Common	—
Oak Staff of the Shire	Stave	9	Uncommon	6	Common	—
Old Dagger	Dagger	3	Common	2.1	Common	—
Old Forester's Axe	Axe	9	Uncommon	5.6	Common	—
Old Hatchet	Axe	1	Common	1.4	Common	—
Old Longsword	Sword	3	Common	2.1	Common	—
Old Two-Handed Sword	Two-handed Sword	3	Common	2.6	Common	—
Olnathron's Destruction	Mace	28	Uncommon	13.6	Common	+8 Vitality, +8 Fate
Olwir's Bane	Sword	8	Uncommon	4.8	Common	—
Olwir's Foil	Mace	8	Uncommon	4.8	Common	—
Orc-bane	Two-handed Sword	50	Rare	29.7	Common	+28 Will
Orcbann	Axe	35	Rare	18.9	Common	+3.8 Power Regeneration out of Combat
Orc-chief's Great Sword	Two-handed Sword	18	Uncommon	10.5	Common	+10 Might
Orc-router	Mace	30	Rare	16.2	Common	+3.8 Power Regeneration out of Combat
Orc-slasher	Axe	30	Rare	16.2	Common	+8 Vitality, +22 Max Power
Orgrin's Mace	Mace	35	Uncommon	16.8	Common	+26 Max Power
Orgrin's Staff	Stave	28	Uncommon	15.4	Common	+16 Agility, +16 Will
Orlygr's Hammer	Hammer	9	Common	4.9	Common	—
Orlygr's Staff	Stave	9	Common	5.2	Common	—
Ornadar	Stave	50	Incomparable	31.4	Ancient Dwarf	+14 Fate, +14 Vitality
Ornate Black Ash Bow	Bow	50	Incomparable	31.4	Light	3% Ranged Defence
Ornate Black Ash Crossbow	Crossbow	50	Incomparable	31.4	Light	3% Ranged Defence
Ornate Black Ash Hammer	Hammer	50	Incomparable	27.6	Light	+51 Max Power, +1.5 Power Regeneration in Combat, +14 Might, +1% Critical Hit Chance
Ornate Black Ash Spear	Spear	50	Incomparable	27.6	Light	+50 Max Morale, +1.5 Power Regeneration in Combat, +14 Agility, +1% Parry Chance
Ornate Black Ash Staff	Stave	50	Incomparable	31.4	Light	+3% Magic Defence, +28 Fate, +28 Will, +28 Vitality
Ornate Lebethron Bow	Bow	38	Rare	23	Beleriand	—
Ornate Lebethron Crossbow	Crossbow	38	Rare	23	Beleriand	—
Ornate Lebethron Hammer	Hammer	38	Rare	19.8	Beleriand	+1.1 Power Regeneration in Combat, +1% Critical Hit Chance
Ornate Lebethron Spear	Spear	38	Rare	19.8	Beleriand	+39 Max Power, +1% Critical Hit Chance
Ornate Lebethron Staff	Stave	38	Rare	23	Beleriand	+3% Magic Defence, +20 Fate
Ornate Longsword	Sword	47	Common	17.5	Common	—
Ornate Shortsword	Sword	32	Common	11.9	Common	—
Ornate Shortsword	Sword	35	Common	13.3	Common	—
Ornate Yew Bow	Bow	30	Rare	18.5	Ancient Dwarf	—
Ornate Yew Crossbow	Crossbow	30	Rare	18.5	Ancient Dwarf	—
Ornate Yew Hammer	Hammer	30	Rare	16.2	Common	+8 Agility, +63 Power Regeneration in Combat
Ornate Yew Spear	Spear	30	Rare	16.2	Common	+8 Might, +63 Power Regeneration in Combat
Ornate Yew Staff	Stave	30	Rare	18.5	Common	+21 Max Morale, +1.3 Power Regeneration in Combat
Othathol	Axe	49	Rare	25.2	Common	+13 Agility, +13 Fate, +49 Max Morale, +35 Max Power
Othdram	Mace	42	Rare	22.5	Common	+12 Will, +42 Max Morale, +31 Max Power
Othigil	Sword	28	Rare	15.3	Fire	+8 Might
Othlang	Sword	43	Uncommon	20	Common	+12 Vitality, +5 Fate, +1% Parry Chance
Othnam	Sword	30	Rare	18.5	Beleriand	+16 Might, +22 Max Power
Othronn	Two-handed Sword	35	Uncommon	18.9	Common	+18 Will, +18 Might
Overlander	Stave	50	Rare	29.7	Common	+26 Will, +102 Max Power



WEAPONS							
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses	
Pakonka's Conqueror	Mace	35	Rare	18.9	Beleriand	+25 Max Morale	
Paladin's Club	Club	11	Uncommon	6.4	Common	—	
Paladin's Spear	Spear	11	Uncommon	6.4	Common	—	
Palanharthad	Two-handed Sword	50	Rare	29.7	Westernesse	+28 Fate, +28 Agility	
Pampraus's Bane	Mace	7	Common	3.5	Common	—	
Peace-bringer	Bow	49	Rare	29.1	Common	—	
Peace-keeper	Bow	41	Rare	24.7	Common	—	
Pelethnor	Stave	49	Rare	29.1	Fire	+26 Fate, +26 Vitality	
Penghest	Bow	50	Rare	29.7	Beleriand	—	
Pick-axe	Axe	41	Common	15.4	Common	—	
Pick-axe	Axe	44	Common	16.1	Common	—	
Pick-axe	Axe	47	Common	17.5	Common	—	
Pick Hammer	Hammer	1	Common	1.4	Common	—	
Pick Hammer	Hammer	5	Common	2.8	Common	—	
Pick Hammer	Hammer	7	Uncommon	4	Common	—	
Pick Hammer	Hammer	8	Common	3.5	Common	—	
Pick Hammer	Hammer	18	Uncommon	8.8	Common	—	
Pick Hammer of Vigour	Hammer	17	Uncommon	8.8	Common	+5 Vitality	
Pick's Hammer	Hammer	7	Uncommon	4	Common	—	
Pillager of Kheledûl	Two-handed Sword	14	Common	7.4	Common	—	
Pipe-weed Defender	Sword	10	Uncommon	5.6	Common	—	
Pointed Hammer	Hammer	35	Common	13.3	Common	—	
Pointed Hammer of Might	Hammer	45	Uncommon	20.8	Common	+12 Might	
Pointed Hammer of Ruin	Hammer	44	Uncommon	20.8	Common	—	
Poleaxe	Halberd	22	Common	9.6	Common	—	
Poleaxe	Halberd	25	Common	10.8	Common	—	
Poleaxe	Halberd	25	Uncommon	13.9	Common	—	
Poleaxe	Halberd	26	Uncommon	14.4	Common	—	
Poleaxe	Halberd	28	Uncommon	15.4	Common	—	
Poleaxe	Halberd	29	Uncommon	15.9	Common	—	
Poleaxe	Halberd	31	Uncommon	16.9	Common	—	
Poleaxe	Halberd	34	Uncommon	18.4	Common	—	
Poleaxe	Halberd	37	Uncommon	19.9	Common	—	
Poleaxe	Halberd	39	Uncommon	20.9	Common	—	
Poleaxe	Halberd	44	Uncommon	23.4	Common	—	
Poleaxe of Fate	Halberd	43	Uncommon	22.9	Common	+24 Fate, +62 Max Morale	
Poleaxe of Fleetness	Halberd	47	Uncommon	24.9	Common	+26 Agility, +26 Might	
Poleaxe of Might	Halberd	49	Uncommon	25.9	Common	+26 Might, +70 Max Morale	
Poleaxe of Stamina	Halberd	29	Uncommon	15.9	Common	+1.7 Power Regeneration in Combat	
Poleaxe of Strengthening	Halberd	28	Uncommon	15.4	Common	—	
Poleaxe of the North	Halberd	45	Uncommon	23.9	Common	—	
Poleaxe of the Spirit	Halberd	34	Uncommon	18.4	Common	—	
Poleaxe of Vigour	Halberd	32	Uncommon	17.4	Common	+18 Vitality, +18 Agility	
Polished Ancient Steel Axe	Axe	50	Rare	26.1	Light	+14 Might, +1% Parry Chance, +14 Vitality	
Polished Ancient Steel Dagger	Dagger	50	Rare	26.1	Light	+14 Agility, +1.5 Power Regeneration in Combat, +14 Fate	
Polished Ancient Steel Greatsword	Two-handed Sword	50	Rare	29.7	Light	+28 Might, +2% Parry Chance, +28 Agility	
Polished Ancient Steel Halberd	Halberd	50	Rare	29.7	Light	+28 Agility, +2% Parry Chance, +28 Vitality	
Polished Ancient Steel Headman's Axe	Two-handed Axe	50	Rare	29.7	Light	+14 Might, +2% Parry Chance, +28 Agility	
Polished Ancient Steel Mace	Mace	50	Rare	26.1	Light	+14 Vitality, +1% Parry Chance, +14 Might	
Polished Ancient Steel Sword	Sword	50	Rare	26.1	Light	+14 Vitality, +1% Parry Chance, +14 Might	
Polished Ash Bow	Bow	19	Rare	12.3	Common	—	
Polished Ash Crossbow	Crossbow	19	Rare	12.3	Common	—	
Polished Ash Hammer	Hammer	19	Rare	10.8	Common	+5 Might	
Polished Ash Spear	Spear	19	Rare	10.8	Common	+14 Max Morale	
Polished Ash Staff	Stave	19	Rare	12.3	Common	+10 Fate	

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Polished Black Ash Bow	Bow	45	Rare	26.9	Common	3% Ranged Defence
Polished Black Ash Crossbow	Crossbow	45	Rare	26.9	Common	3% Ranged Defence
Polished Black Ash Hammer	Hammer	45	Rare	23.4	Common	+46 Max Power, +1.4 Power Regeneration in Combat, +12 Might
Polished Black Ash Spear	Spear	45	Rare	23.4	Common	+45 Max Morale, +1.4 Power Regeneration in Combat, +12 Agility
Polished Black Ash Staff	Stave	45	Rare	26.9	Common	+3% Magic Defence, +24 Fate, +24 Will
Polished Gondorian Axe	Axe	30	Rare	16.2	Common	+8 Agility
Polished Gondorian Dagger	Dagger	30	Rare	16.2	Common	+8 Vitality
Polished Gondorian Greatsword	Two-handed Sword	30	Rare	18.5	Common	+42 Max Morale
Polished Gondorian Halberd	Halberd	30	Rare	18.5	Common	+42 Max Morale
Polished Gondorian Headman's Axe	Two-handed Axe	30	Rare	18.5	Common	+44 Max Power
Polished Gondorian Mace	Mace	30	Rare	16.2	Common	+8 Might
Polished Gondorian Sword	Sword	30	Rare	16.2	Common	+8 Vitality
Polished Lebethron Bow	Bow	34	Rare	20.7	Common	—
Polished Lebethron Crossbow	Crossbow	34	Rare	20.7	Common	—
Polished Lebethron Hammer	Hammer	34	Rare	18	Common	+1 Power Regeneration in Combat
Polished Lebethron Spear	Spear	34	Rare	18	Common	+35 Max Power
Polished Lebethron Staff	Stave	34	Rare	20.7	Common	+3% Magic Defence
Polished Westernesse Axe	Axe	38	Rare	19.8	Westernesse	+39 Max Power
Polished Westernesse Dagger	Dagger	38	Rare	19.8	Westernesse	+10 Might
Polished Westernesse Greatsword	Two-handed Sword	38	Rare	23	Westernesse	+76 Max Morale
Polished Westernesse Halberd	Halberd	38	Rare	23	Westernesse	+10 Vitality
Polished Westernesse Headman's Axe	Two-handed Axe	38	Rare	23	Westernesse	+78 Max Power
Polished Westernesse Mace	Mace	38	Rare	19.8	Westernesse	+10 Agility
Polished Westernesse Sword	Sword	38	Rare	19.8	Westernesse	+38 Max Morale
Posion Hunter	Sword	25	Uncommon	12	Common	+7 Agility
Postolf	Stave	35	Rare	21.3	Common	+18 Vitality, +18 Will, 8% Critical Hit Chance Multiplier
Precise Ancient Steel Axe	Axe	50	Incomparable	27.6	Light	+1% Parry Chance, +1 Power Regeneration in Combat
Precise Ancient Steel Dagger	Dagger	50	Incomparable	27.6	Light	+51 Max Power, +14 Agility
Precise Ancient Steel Greatsword	Two-handed Sword	50	Incomparable	31.4	Light	+100 Max Morale, +28 Vitality
Precise Ancient Steel Sword	Sword	50	Incomparable	27.6	Light	+51 Max Power, +1 Power Regeneration in Combat
Precise Westernesse Axe	Axe	38	Rare	19.8	Westernesse	+10 Vitality, +27 Max Morale
Precise Westernesse Dagger	Dagger	38	Rare	19.8	Westernesse	+39 Max Power
Precise Westernesse Greatsword	Two-handed Sword	38	Rare	23	Westernesse	+76 Max Morale
Precise Westernesse Sword	Sword	38	Rare	19.8	Westernesse	+10 Might, +10 Fate
Purger of Wovenvales	Two-handed Sword	42	Uncommon	22.4	Common	+24 Might, +10 Agility, +5 Fate
Quicksilver	Axe	48	Rare	25.2	Common	+49 Max Power
Quicksilver's Mace	Mace	22	Uncommon	11.2	Common	+6 Vitality
Ragebrand	Mace	50	Rare	26.1	Fire	+14 Might, +1% Critical Hit Chance
Raider of Kheledûl	Sword	14	Common	6.3	Common	—
Randirnaith	Spear	45	Uncommon	20.8	Common	+12 Will, +1.4 Power Regeneration in Combat, +1.9 Power Regeneration out of Combat
Ranger's Edge	Two-handed Sword	43	Rare	25.8	Common	+2% Parry Chance
Rathskell	Sword	50	Rare	26.1	Common	+14 Agility, +3.8 Power Regeneration out of Combat
Red-hew	Two-handed Sword	40	Rare	24.1	Common	+22 Will
Red-Maid Dagger	Dagger	28	Uncommon	13.6	Common	+8 Agility, +8 Vitality
Refined Dwarf-craft Axe	Axe	34	Rare	18	Common	+9 Might, +35 Max Power
Refined Dwarf-craft Dagger	Dagger	34	Rare	18	Common	+9 Vitality, +9 Agility
Refined Dwarf-craft Greatsword	Two-handed Sword	34	Rare	20.7	Common	+18 Might, +70 Max Power
Refined Dwarf-craft Sword	Sword	34	Rare	18	Common	+9 Agility, +9 Vitality
Refined Elven-steel Axe	Axe	45	Rare	23.4	Common	+45 Max Morale, +1.9 Power Regeneration out of Combat
Refined Elven-steel Dagger	Dagger	45	Rare	23.4	Common	94.5% Power Regeneration in Combat, +12 Will
Refined Elven-steel Greatsword	Two-handed Sword	45	Rare	26.9	Common	+1.9 Power Regeneration in Combat, +24 Agility
Refined Elven-steel Sword	Sword	45	Rare	23.4	Common	+46 Max Power, +32 Max Morale
Regin's Hammer	Hammer	29	Uncommon	13.6	Common	+8 Might, +8 Fate
Reinforced Black Ash Bow	Bow	50	Rare	29.7	Common	—
Reinforced Black Ash Crossbow	Crossbow	50	Rare	29.7	Common	—
Reinforced Black Ash Hammer	Hammer	50	Rare	26.1	Common	+14 Might, +14 Vitality, +72 Max Power



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Reinforced Black Ash Spear	Spear	50	Rare	26.1	Common	+1% Parry Chance
Reinforced Black Ash Staff	Stave	50	Rare	29.7	Common	+102 Max Power
Reinforced Lebethron Bow	Bow	38	Uncommon	20.4	Common	—
Reinforced Lebethron Crossbow	Crossbow	38	Uncommon	20.4	Common	—
Reinforced Lebethron Hammer	Hammer	38	Uncommon	17.6	Common	—
Reinforced Lebethron Spear	Spear	38	Uncommon	17.6	Common	—
Reinforced Lebethron Staff	Stave	38	Uncommon	20.4	Common	—
Relentless Staff	Stave	33	Uncommon	15.8	Common	+7.5 Power Regeneration out of Combat, +2 Power Regeneration in Combat
Remmenaeg's Fall	Sword	32	Rare	17.1	Westerness	+23 Max Morale
Remmenolf	Sword	50	Rare	26.1	Common	+1% Parry Chance
Rescuer's Blade	Sword	18	Uncommon	8.8	Common	+5 Will
Reykur's Fall	Mace	31	Uncommon	15.2	Common	+8 Vitality, +22 Max Morale
Reykur's Foil	Mace	31	Uncommon	15.2	Common	+8 Agility, +8 Fate
Rhovanion Sword	Sword	37	Incomparable	20.9	Common	+10 Will
Riamul's Purger	Sword	41	Rare	21.6	Westerness	+11 Might, +11 Will, +58 Max Morale
Rigul's Bane	Mace	20	Uncommon	10.4	Common	+5 Fate
Roadwalker's Staff	Stave	44	Uncommon	23.4	Common	+24 Will, +24 Fate, +2.6 Power Regeneration in Combat
Rochbenaith	Spear	50	Rare	26.1	Common	+14 Vitality, +5 Agility, +3.8 Power Regeneration out of Combat, +1% Parry Chance
Rodhathol	Two-handed Sword	50	Rare	29.7	Ancient Dwarf	+102 Max Power, +14 Fate
Rod of Deep Shadows	Stave	33	Rare	20.2	Fire	+18 Will, +18 Vitality
Ronolf	Stave	41	Rare	24.7	Common	+22 Fate, +82 Max Morale, +60 Max Power
Root Club	Club	11	Common	4.9	Common	—
Root Club	Club	14	Common	5.6	Common	—
Root Club	Club	32	Common	11.9	Common	—
Root Club	Club	35	Common	13.3	Common	—
Root Club of Inspiration	Club	46	Uncommon	21.6	Common	—
Root Club of Might	Club	48	Uncommon	22.4	Common	+26 Might, +68 Max Morale
Rothgar's Axe	Axe	8	Common	4.2	Common	—
Rotted Staff	Stave	1	Common	1.5	Common	—
Rounded Club	Club	38	Common	14	Common	—
Rounded Mace	Mace	1	Common	1.4	Common	—
Rounded Mace	Mace	5	Common	2.8	Common	—
Round-head Mallet	Hammer	47	Common	17.5	Common	—
Rowan Bow	Bow	7	Common	4.4	Common	—
Rowan Crossbow	Crossbow	7	Common	4.4	Common	—
Rowan Hammer	Hammer	7	Common	3.5	Common	—
Rowan Spear	Spear	10	Common	4.9	Common	—
Rowan Staff	Stave	7	Common	4.4	Common	—
Ruinbreaker	Mace	40	Rare	20.7	Common	+40 Max Morale
Ruingurth	Sword	38	Rare	19.8	Fire	+10 Agility, +10 Might
Runed Yew Bow	Bow	30	Rare	18.5	Common	—
Runed Yew Crossbow	Crossbow	30	Rare	18.5	Common	—
Runed Yew Hammer	Hammer	30	Rare	16.2	Common	+31 Max Power
Runed Yew Spear	Spear	30	Rare	16.2	Ancient Dwarf	+1% Critical Hit Chance
Runed Yew Staff	Stave	30	Rare	18.5	Common	+1.3 Power Regeneration in Combat
Rusted Longsword	Sword	1	Common	1.4	Common	—
Rusted Shortsword	Sword	1	Common	1.4	Common	—
Rusty Claymore	Two-handed Sword	1	Common	1.4	Common	—
Rusty Greatsword	Two-handed Sword	3	Common	2.3	Common	—
Rusty Greatsword	Two-handed Sword	6	Common	3.5	Common	—
Saeradan's Bow	Bow	13	Uncommon	8	Common	—
Saeradan's Bow	Bow	34	Rare	20.7	Common	—
Saeradan's Greataxe	Two-handed Axe	16	Uncommon	9.5	Common	+10 Might
Sambrog's Bane	Axe	23	Rare	12.6	Common	+1.9 Power Regeneration out of Combat, +6 Fate
Sandheaver's Hammer	Mace	17	Uncommon	8.8	Common	+13 Max Power
Scabbard Chaser	Sword	18	Common	7.7	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Scatha's Axe	Axe	12	Rare	7.2	Common	+10 Max Power
Scimitar	Sword	5	Uncommon	3.2	Common	—
Scimitar	Sword	16	Uncommon	8	Common	—
Scimitar	Sword	36	Uncommon	16.8	Common	—
Scimitar of Might	Sword	15	Uncommon	8	Common	+4 Might
Scimitar of Might	Sword	37	Uncommon	17.6	Common	+10 Might
Scimitar of the Hunter	Sword	6	Uncommon	4	Common	—
Scimitar of the North	Sword	46	Uncommon	21.6	Common	—
Serlo's Log	Mace	50	Rare	26.1	Common	+28 Might, +28 Will
Shadepaw's Defeat	Two-handed Sword	24	Uncommon	13.5	Common	+1% Parry Chance
Shadow-weaver Eye Cutter	Two-handed Sword	21	Uncommon	12	Common	+12 Vitality
Sharpened Dagger	Dagger	9	Common	4.9	Common	—
Sharpshard Axe	Axe	43	Uncommon	20	Common	+12 Will, +3.8 Power Regeneration out of Combat
Sharptooth	Sword	50	Rare	26.1	Beleriand	+1.5 Power Regeneration in Combat, +14 Fate
Shatterbone	Mace	50	Incomparable	27.6	Ancient Dwarf	+50 Max Morale, +1% Parry Chance
Shining Balanced Dagger	Dagger	17	Uncommon	8.8	Common	+13 Max Power
Shining Balanced Dagger	Dagger	29	Uncommon	13.6	Common	+21 Max Power
Shining Balanced Dagger	Dagger	41	Uncommon	19.2	Common	+30 Max Power
Shining Bantam Hammer	Hammer	47	Uncommon	21.6	Common	+48 Max Power
Shining Battle Halberd of the Spirit	Halberd	42	Uncommon	22.4	Common	+62 Max Power
Shining Broadsword of the Spirit	Sword	40	Uncommon	18.4	Common	+29 Max Power, +11 Might
Shining Fighting Dagger of the West	Dagger	50	Uncommon	23.2	Common	+51 Max Power, +14 Agility
Shining Gild-hilt Greatsword	Two-handed Sword	22	Uncommon	12.5	Common	+34 Max Power
Shining Gild-hilt Greatsword	Two-handed Sword	41	Uncommon	21.9	Common	+60 Max Power
Shining Grand Double-ball Hammer of the South Kingdom	Two-handed Hammer	38	Uncommon	20.4	Common	+56 Max Power
Shining Grand Double-ball Hammer	Two-handed Hammer	45	Uncommon	23.9	Common	+92 Max Power
Shining Grand Dual-headed Mallet of the Mountains	Two-handed Hammer	47	Uncommon	24.9	Common	+96 Max Power
Shining Great Root Club	Two-handed Club	46	Uncommon	24.4	Common	+66 Max Power, +24 Might
Shining Great Rounded Club	Two-handed Club	48	Uncommon	25.4	Common	+98 Max Power
Shining Great Rounded Club	Two-handed Club	50	Uncommon	26.4	Common	+102 Max Power
Shining Great Square Bat of the South Kingdom	Two-handed Club	38	Uncommon	20.4	Common	+56 Max Power
Shining Heavy Battle Pick	Two-handed Hammer	29	Uncommon	15.9	Common	+42 Max Power
Shining Heavy Battle Pick	Two-handed Hammer	37	Uncommon	19.9	Common	+54 Max Power
Shining Heavy Chasing Hammer	Two-handed Hammer	27	Uncommon	14.9	Common	+40 Max Power
Shining Heavy Chisel-edge Hammer of Extermination	Two-handed Hammer	15	Uncommon	9	Common	+24 Max Power
Shining Heavy Spiked Hand Axe of the West	Axe	45	Uncommon	20.8	Common	+33 Max Power, +12 Agility
Shining Kindle Stave	Stave	38	Uncommon	20.4	Common	+56 Max Power, +20 Will
Shining Longsword	Sword	19	Uncommon	9.6	Common	+14 Max Power
Shining Metal Club	Club	25	Uncommon	12	Common	+19 Max Power
Shining Root Club	Club	40	Uncommon	18.4	Common	+41 Max Power
Shining Root Club	Club	43	Uncommon	20	Common	+44 Max Power
Shining Root Club	Club	46	Uncommon	21.6	Common	+47 Max Power
Shining Rounded Club	Club	50	Uncommon	23.2	Common	+51 Max Power
Shining Scimitar	Sword	25	Uncommon	12	Common	+19 Max Power
Shining Scimitar of the North	Sword	47	Uncommon	21.6	Common	+48 Max Power
Shining Shortsword	Sword	30	Uncommon	14.4	Common	+22 Max Power
Shining Shortsword	Sword	36	Uncommon	16.8	Common	+26 Max Power
Shining Spiked Hatchet	Axe	34	Uncommon	16	Common	+25 Max Power
Shining Spiked Poleaxe	Halberd	35	Uncommon	18.9	Common	+52 Max Power, +50 Max Morale
Shining Stalwart Hammer	Hammer	30	Uncommon	14.4	Common	+22 Max Power
Shining Steel Axe	Axe	24	Rare	13.5	Common	+7 Fate
Shining Steel Battle Spear	Spear	48	Uncommon	22.4	Common	+35 Max Power
Shining Steel Dagger	Dagger	24	Rare	13.5	Common	+7 Agility



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Shining Steel Greatsword	Two-handed Sword	24	Rare	15.1	Common	+1 Power Regeneration in Combat
Shining Steel Sword	Sword	24	Rare	13.5	Common	+17 Max Morale
Shining Striking Hammer	Hammer	16	Uncommon	8	Common	+12 Max Power
Shining Studded Stave	Stave	32	Uncommon	17.4	Common	+48 Max Power
Shining Studded Stave	Stave	43	Uncommon	22.9	Common	+62 Max Power
Shining Studded Stave	Stave	49	Uncommon	25.9	Common	+70 Max Power
Shining Thrusting Spear	Spear	19	Uncommon	9.6	Common	+14 Max Power
Shining Wood Bat	Mace	22	Uncommon	11.2	Common	+17 Max Power
Shiny Mace	Mace	5	Common	2.8	Common	—
Shiny Metal	Sword	42	Rare	22.5	Common	+12 Might, +12 Agility, +31 Max Power
Shire-ward's Knife	Dagger	34	Rare	18	Common	+9 Fate, +1% Critical Hit Chance
Short Stick Bow	Bow	2	Common	1.9	Common	—
Short Stick Bow	Bow	5	Common	3.1	Common	—
Short Stick Bow	Bow	8	Common	4.2	Common	—
Short Stick Bow	Bow	11	Common	5.4	Common	—
Short Stick Bow of Arda	Bow	8	Uncommon	5.5	Common	—
Shortsword	Sword	2	Common	1.4	Common	—
Shortsword	Sword	5	Common	2.8	Common	—
Shortsword	Sword	8	Common	3.5	Common	—
Shortsword	Sword	14	Common	5.6	Common	—
Shortsword	Sword	17	Common	7	Common	—
Shortsword	Sword	20	Common	7.7	Common	—
Shortsword	Sword	20	Uncommon	10.4	Common	—
Shortsword	Sword	29	Common	11.2	Common	—
Shortsword	Sword	29	Uncommon	13.6	Common	—
Shortsword	Sword	31	Uncommon	15.2	Common	—
Shortsword	Sword	35	Common	13.3	Common	—
Shortsword	Sword	40	Uncommon	18.4	Common	—
Shortsword	Sword	47	Uncommon	21.6	Common	—
Shortsword of Ruin	Sword	47	Uncommon	21.6	Common	—
Shortsword of the Barrows	Sword	20	Uncommon	10.4	Common	+15 Max Power
Shortsword of the Goblin-wars	Sword	23	Uncommon	11.2	Common	—
Shortsword of Vigour	Sword	50	Uncommon	23.2	Common	+14 Vitality, +14 Fate
Shortsword of Wounding	Sword	37	Uncommon	17.6	Common	—
Short-thorned Bow	Bow	40	Uncommon	21.4	Common	-2 Threat Reduction
Sickled Halberd	Halberd	19	Common	8.5	Common	—
Sickled Halberd	Halberd	19	Uncommon	11	Common	—
Sickled Halberd	Halberd	22	Common	9.6	Common	—
Sickled Halberd	Halberd	22	Uncommon	12.5	Common	—
Sickled Halberd	Halberd	23	Uncommon	13	Common	—
Sickled Halberd	Halberd	26	Uncommon	14.4	Common	—
Sickled Halberd of Arda	Halberd	21	Uncommon	12	Common	—
Sickled Halberd of Might	Halberd	22	Uncommon	12.5	Common	+12 Might
Siege Ender	Mace	35	Uncommon	16.8	Common	+9 Will, +9 Fate
Silefalas' Axe	Axe	27	Uncommon	12.8	Common	+8 Vitality
Simple Felling Axe	Axe	1	Common	1.4	Common	—
Simple Staff	Stave	1	Common	0.5	Common	—
Sithathel	Sword	40	Rare	20.7	Common	+3.8 Power Regeneration out of Combat, +28 Max Morale
Siveleth	Stave	50	Rare	29.7	Common	+28 Might, +28 Vitality
Skirmisher of Kheledûl	Bow	14	Common	7.4	Common	—
Skorgrim Harvester	Sword	4	Common	2.8	Common	—
Skorgrim's Scourge	Mace	15	Uncommon	8	Common	+4 Might
Skultapper	Two-handed Sword	40	Incomparable	25.4	Ancient Dwarf	+22 Might, +20 Will, +80 Max Morale
Slender Club	Club	26	Common	9.8	Common	—
Slender Club	Club	29	Common	11.2	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Slender Club	Club	35	Uncommon	16.8	Common	—
Slender Club	Club	39	Uncommon	18.4	Common	—
Slender Club	Club	47	Uncommon	21.6	Common	—
Slender Club of Fate	Club	33	Uncommon	16	Common	+9 Fate
Slender Club of Fleetness	Club	27	Uncommon	12.8	Common	+8 Agility, +20 Max Power
Slender Club of Fleetness	Club	32	Uncommon	15.2	Common	+9 Agility, +24 Max Power
Slender Club of Inspiration	Club	28	Uncommon	13.6	Common	—
Slender Club of Might	Club	39	Uncommon	18.4	Common	+11 Might
Slender Club of Stamina	Club	35	Uncommon	16.8	Common	+1 Power Regeneration in Combat
Slender Club of Stone-cutting	Club	38	Uncommon	17.6	Common	—
Slender Club of Wounding	Club	34	Uncommon	16	Common	—
Small Hammer	Hammer	1	Common	1.4	Common	—
Smithsof	Axe	50	Rare	26.1	Common	+14 Fate
Smooth Ash Bow	Bow	19	Rare	12.3	Common	—
Smooth Ash Crossbow	Crossbow	19	Rare	12.3	Common	—
Smooth Ash Hammer	Hammer	19	Rare	10.8	Common	+5 Might
Smooth Ash Spear	Spear	19	Rare	10.8	Common	+14 Max Morale
Smooth Ash Staff	Stave	19	Rare	12.3	Common	+10 Fate
Smooth Black Ash Bow	Bow	45	Rare	26.9	Common	2% Ranged Defence
Smooth Black Ash Crossbow	Crossbow	45	Rare	26.9	Common	2% Ranged Defence
Smooth Black Ash Hammer	Hammer	45	Rare	23.4	Common	+46 Max Power, +.95 Power Regeneration in Combat, +12 Might
Smooth Black Ash Spear	Spear	45	Rare	23.4	Common	+45 Max Morale, +.95 Power Regeneration in Combat, +12 Agility
Smooth Black Ash Staff	Stave	45	Rare	26.9	Common	2% Magic Defence, +24 Fate, +24 Will
Smooth Lebethron Bow	Bow	34	Uncommon	18.4	Common	—
Smooth Lebethron Crossbow	Crossbow	34	Uncommon	18.4	Common	—
Smooth Lebethron Hammer	Hammer	34	Uncommon	16	Common	71.4% Power Regeneration in Combat
Smooth Lebethron Spear	Spear	34	Uncommon	16	Common	+25 Max Power
Smooth Lebethron Staff	Stave	34	Uncommon	18.4	Common	2% Magic Defence
Sniken's Fang	Sword	9	Common	4.9	Common	—
Southron's Tusk	Two-handed Sword	45	Rare	26.9	Common	+24 Might, +24 Fate
Southwind	Bow	44	Rare	26.3	Common	—
Spear	Spear	1	Common	1.4	Common	—
Spear	Spear	45	Rare	23.4	Light	+1% Critical Hit Chance
Spear of Battle	Spear	45	Incomparable	24.7	Beleriand	+12 Agility, +12 Vitality, +90 Max Morale, +1% Parry Chance
Spear of Beleriand	Spear	42	Rare	22.5	Beleriand	+1.3 Power Regeneration in Combat, +12 Agility
Spear of Bladorthin	Spear	46	Rare	24.3	Ancient Dwarf	+46 Max Morale, +47 Max Power
Spear of Khazad-dûm	Spear	24	Rare	13.5	Ancient Dwarf	+18 Max Power, +7 Vitality
Spear of the Green Dragon	Spear	49	Rare	25.2	Westernesse	+1% Parry Chance, +50 Max Power, +13 Vitality
Spear of the Marish	Spear	32	Rare	17.1	Fire	+9 Might
Spear of the Naith	Spear	20	Rare	11.7	Fire	+5 Might
Spear of the North Moors	Spear	39	Rare	20.7	Light	+11 Agility, +11 Fate, +28 Max Power
Spear of the Shire	Spear	45	Rare	23.4	Light	+1% Parry Chance, +24 Vitality
Spear of the Silent Forest	Spear	16	Rare	9	Common	+3.8 Power Regeneration out of Combat
Spiked Hand Axe	Axe	16	Uncommon	8	Common	—
Spiked Hand Axe	Axe	20	Uncommon	10.4	Common	—
Spiked Hand Axe	Axe	25	Uncommon	12	Common	—
Spiked Hand Axe	Axe	38	Uncommon	17.6	Common	—
Spiked Hand Axe of Arda	Axe	20	Uncommon	10.4	Common	—
Spiked Hand Axe of Might	Axe	27	Uncommon	12.8	Common	+8 Might
Spiked Hand Axe of Might	Axe	38	Uncommon	17.6	Common	+10 Might
Spiked Hand Axe of Ruin	Axe	33	Uncommon	16	Common	—
Spiked Hand Axe of the Hunter	Axe	12	Uncommon	6.4	Common	—
Spiked Hand Axe of the Mountains	Axe	27	Uncommon	12.8	Common	—
Spiked Hatchet	Axe	19	Uncommon	9.6	Common	—
Spiked Hatchet	Axe	35	Uncommon	16.8	Common	—
Spiked Hatchet	Axe	42	Uncommon	20	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Spiked Hatchet	Axe	43	Uncommon	20	Common	—
Spiked Hatchet	Axe	49	Uncommon	22.4	Common	—
Spiked Hatchet of Fleetness	Axe	40	Uncommon	18.4	Common	+11 Agility
Spiked Hatchet of Inspiration	Axe	48	Uncommon	22.4	Common	—
Spiked Hatchet of Stone-cutting	Axe	42	Uncommon	20	Common	—
Spiked Hatchet of Vigour	Axe	14	Uncommon	7.2	Common	+4 Vitality
Spiked Hatchet of Wounding	Axe	29	Uncommon	13.6	Common	—
Spiked Mace	Mace	14	Common	5.6	Common	—
Spiked Mace	Mace	17	Common	7	Common	—
Spiked Mace	Mace	20	Common	7.7	Common	—
Spiked Mace	Mace	32	Common	11.9	Common	—
Spiked Mace	Mace	44	Common	16.1	Common	—
Spiked Mace of Might	Mace	39	Uncommon	18.4	Common	+11 Might
Spiked Mallet	Hammer	38	Common	14	Common	—
Spiked Mallet of Ruin	Hammer	50	Uncommon	23.2	Common	—
Spiked Poleaxe	Halberd	25	Common	10.8	Common	—
Spiked Poleaxe	Halberd	28	Common	11.9	Common	—
Spiked Poleaxe	Halberd	32	Uncommon	17.4	Common	—
Spiked Poleaxe of Determination	Halberd	36	Uncommon	19.4	Common	+18 Will, +18 Might
Spiked Poleaxe of Fate	Halberd	31	Uncommon	16.9	Common	+16 Fate, +16 Might
Spiked Poleaxe of Wounding	Halberd	28	Uncommon	15.4	Common	—
Spiked War Axe	Axe	19	Uncommon	9.6	Common	—
Spiked War Axe	Axe	30	Uncommon	14.4	Common	—
Spiked War Axe of Might	Axe	30	Uncommon	14.4	Common	+8 Might
Spiked War Axe of Vigour	Axe	24	Uncommon	12	Common	+7 Vitality
Spiked War Hammer	Hammer	17	Common	7	Common	—
Spiked War Hammer	Hammer	20	Common	7.7	Common	—
Spiked War Hammer	Hammer	22	Uncommon	11.2	Common	—
Spiked War Hammer	Hammer	23	Common	9.1	Common	—
Spiked War Hammer	Hammer	27	Uncommon	12.8	Common	—
Spiked War Hammer	Hammer	28	Uncommon	13.6	Common	—
Spiked War Hammer	Hammer	32	Uncommon	15.2	Common	—
Spiked War Hammer of Fleetness	Hammer	28	Uncommon	13.6	Common	+8 Agility
Spiked War Hammer of Ruin	Hammer	35	Uncommon	16.8	Common	—
Spiked War Hammer of Ruin	Hammer	36	Uncommon	16.8	Common	—
Spiked War Hammer of Strengthening	Hammer	32	Uncommon	15.2	Common	—
Spiked War Hammer of the Goblin-wars	Hammer	19	Uncommon	9.6	Common	—
Spiked Wooden Mace	Mace	2	Common	1.4	Common	—
Spiked Wooden Mace	Mace	4	Common	2.8	Common	—
Spiked Wooden Mace	Mace	5	Common	2.8	Common	—
Spoke Shooter	Bow	42	Uncommon	22.4	Ancient Dwarf	—
Spoke Slasher	Sword	42	Uncommon	20	Common	+12 Might, +12 Vitality, +1.9 Power Regeneration out of Combat
Square Bat of Determination	Club	44	Uncommon	20.8	Common	+12 Will, +12 Might
Square Bat	Club	29	Common	11.2	Common	—
Square Bat	Club	32	Common	11.9	Common	—
Square Bat	Club	40	Uncommon	18.4	Common	+28 Max Morale, +11 Might
Square Bat	Club	41	Uncommon	19.2	Common	+29 Max Morale, +11 Might
Square Bat	Club	44	Uncommon	20.8	Common	+31 Max Morale, +12 Might
Square Bat of Might	Club	39	Uncommon	18.4	Common	+11 Might
Square Bat of Ruin	Club	38	Uncommon	17.6	Common	—
Square Bat of Wounding	Club	43	Uncommon	20	Common	—
Square Club	Club	41	Common	15.4	Common	—
Square Club	Club	44	Common	16.1	Common	—
Staddlestick	Club	50	Rare	26.1	Common	+14 Agility
Staff	Stave	1	Common	1.7	Common	+2 Might

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Staff	Stave	40	Rare	24.1	Common	+22 Agility
Staff	Stave	45	Rare	26.9	Common	—
Staff of Dragon-fire	Stave	40	Rare	24.1	Fire	+2.4 Power Regeneration in Combat, +22 Vitality
Staff of Firiendfeld	Stave	9	Rare	6.7	Common	+6 Fate
Staff of Golden Oak	Stave	44	Rare	26.3	Beleriand	+24 Vitality, +62 Max Morale, +64 Max Power
Staff of Knowledge	Stave	45	Incomparable	28.4	Common	+24 Will, +24 Fate, +64 Max Morale, +2.7 Power Regeneration in Combat, +5% Critical Hit Chance Modifier
Staff of Laburnum	Stave	29	Rare	17.9	Light	+16 Fate, +16 Will
Staff of Lore	Stave	32	Uncommon	17.4	Common	+14 Fate
Staff of Methedras	Stave	26	Rare	16.3	Light	+54 Max Power
Staff of Mindolluin	Stave	48	Rare	28.6	Light	+26 Fate, +26 Vitality
Staff of Othrikar	Stave	21	Uncommon	12	Common	+12 Fate
Staff of Rivendell	Stave	45	Rare	26.9	Beleriand	+90 Max Morale, +24 Fate
Staff of Silver Beech	Stave	37	Rare	22.4	Light	+20 Fate, +20 Might, +20 Vitality
Staff of Strong Elm	Stave	16	Rare	10.6	Beleriand	+10 Will
Staff of the Bridge	Stave	12	Rare	8.4	Common	+18 Max Morale
Staff of the Departed	Stave	20	Uncommon	11.5	Common	+5 Fate
Staff of the Dimrill Stair	Stave	31	Rare	19.1	Ancient Dwarf	+16 Vitality, +44 Max Morale
Staff of the Lost Master	Stave	22	Rare	14	Light	+32 Max Morale, +17 Max Power
Staff of the Westfarthing	Stave	34	Rare	20.7	Beleriand	+18 Agility, +50 Max Power
Staff of White Birch	Stave	21	Rare	13.5	Fire	+12 Vitality
Stalwart	Hammer	47	Rare	24.3	Common	+1% Parry Chance, +9 Will
Stalwart Hammer	Hammer	20	Common	7.7	Common	—
Stalwart Hammer	Hammer	23	Common	9.1	Common	—
Stalwart Hammer	Hammer	26	Common	9.8	Common	—
Stalwart Hammer	Hammer	29	Uncommon	13.6	Common	—
Stalwart Hammer	Hammer	33	Uncommon	16	Common	—
Stalwart Hammer	Hammer	34	Uncommon	16	Common	—
Stalwart Hammer	Hammer	38	Uncommon	17.6	Common	—
Stalwart Hammer	Hammer	42	Uncommon	20	Common	—
Stalwart Hammer of Inspiration	Hammer	38	Uncommon	17.6	Common	—
Stalwart Hammer of Stamina	Hammer	26	Uncommon	12.8	Common	+55 Power Regeneration in Combat
Stalwart Hammer of Vigour	Hammer	41	Uncommon	19.2	Common	+11 Vitality
Stalwart Hammer of Vigour	Hammer	42	Uncommon	20	Common	+12 Vitality
Stalwart Hammer of Wounding	Hammer	24	Uncommon	12	Common	—
Stalwart Hammer of Wounding	Hammer	33	Uncommon	16	Common	—
Stanhart	Sword	37	Rare	19.8	Common	+10 Fate
Stanhogg	Axe	43	Rare	22.5	Common	+3.8 Power Regeneration out of Combat
Stanric's Iron Mace	Mace	28	Uncommon	13.6	Common	+8 Might
Stanric's Staff	Stave	26	Uncommon	14.4	—	—
Starkstál	Axe	39	Rare	20.7	Common	+39 Max Morale
Steadfast	Two-handed Sword	50	Rare	29.7	Common	—
Steel Axe	Axe	19	Uncommon	9.6	Common	+40 Power Regeneration in Combat
Steel Banded Mace	Mace	5	Common	2.8	Common	—
Steel Banded Mace	Mace	1	Common	1.4	Common	—
Steel Battle Spear	Spear	27	Uncommon	12.8	Common	—
Steel Battle Spear	Spear	33	Uncommon	16	Common	—
Steel Battle Spear	Spear	41	Uncommon	19.2	Common	—
Steel Battle Spear	Spear	42	Uncommon	20	Common	—
Steel Battle Spear	Spear	43	Uncommon	20	Common	—
Steel Battle Spear	Spear	44	Uncommon	20.8	Common	—
Steel Battle Spear	Spear	49	Uncommon	22.4	Common	—
Steel Battle Spear of Fleetness	Spear	30	Uncommon	14.4	Common	+8 Agility
Steel Battle Spear of Inspiration	Spear	47	Uncommon	21.6	Common	—
Steel Battle Spear of Might	Spear	49	Uncommon	22.4	Common	+13 Might
Steel Battle Spear of Stamina	Spear	43	Uncommon	20	Common	+1.3 Power Regeneration in Combat



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Steel Battle Spear of Strengthening	Spear	46	Uncommon	21.6	Common	—
Steel Battle Spear of the North Kingdom	Spear	45	Uncommon	20.8	Common	—
Steel Battle Spear of the Spirit	Spear	45	Uncommon	20.8	Common	—
Steel Battle Spear of Vigour	Spear	48	Uncommon	22.4	Common	+13 Vitality
Steel Battle Spear of Vigour	Spear	50	Uncommon	23.2	Common	+14 Vitality
Steel Battle Spear of Wounding	Spear	47	Uncommon	21.6	Common	—
Steel Dagger	Dagger	19	Uncommon	9.6	Common	+5 Will
Steel Greatsword	Two-handed Sword	19	Uncommon	11	Common	+10 Fate
Steel Hammer	Hammer	1	Common	1.4	Common	—
Steel Hammer	Hammer	2	Common	1.4	Common	—
Steel Hammer	Hammer	5	Common	2.8	Common	—
Steelshare	Sword	35	Rare	18.9	Common	+1% Parry Chance
Steel Spiked Mace	Mace	5	Uncommon	3.2	Common	—
Steel Spiked Mace	Mace	10	Uncommon	5.6	Common	—
Steel Spiked Mace	Mace	17	Uncommon	8.8	Common	—
Steel Spiked Mace	Mace	18	Uncommon	8.8	Common	—
Steel Spiked Mace	Mace	20	Uncommon	10.4	Common	—
Steel Spiked Mace	Mace	23	Uncommon	11.2	Common	—
Steel Spiked Mace	Mace	27	Uncommon	12.8	Common	—
Steel Spiked Mace	Mace	29	Uncommon	13.6	Common	—
Steel Spiked Mace	Mace	30	Uncommon	14.4	Common	—
Steel Spiked Mace	Mace	38	Uncommon	17.6	Common	—
Steel Spiked Mace	Mace	42	Uncommon	20	Common	—
Steel Spiked Mace	Mace	44	Uncommon	20.8	Common	—
Steel Spiked Mace	Mace	45	Uncommon	20.8	Common	—
Steel Spiked Mace of Extermination	Mace	7	Uncommon	4	Common	—
Steel Spiked Mace of Fate	Mace	44	Uncommon	20.8	Common	+12 Fate, +12 Will, +12 Might
Steel Spiked Mace of Fleetness	Mace	35	Uncommon	16.8	Common	+9 Agility
Steel Spiked Mace of Might	Mace	40	Uncommon	18.4	Common	+11 Might
Steel Spiked Mace of Might	Mace	45	Uncommon	20.8	Common	+12 Might
Steel Spiked Mace of Ruin	Mace	32	Uncommon	15.2	Common	—
Steel Spiked Mace of Stamina	Mace	17	Uncommon	8.8	Common	+.51 Power Regeneration in Combat
Steel Spiked Mace of Strengthening	Mace	47	Uncommon	21.6	Common	—
Steel Spiked Mace of Wounding	Mace	36	Uncommon	16.8	Common	—
Steel Spiked Mace of Wounding	Mace	43	Uncommon	20	Common	—
Steel Sword	Sword	19	Uncommon	9.6	Common	+5 Might
Stick Bow	Bow	1	Common	1.4	Common	—
Stick Longbow	Bow	5	Common	3.1	Common	—
Stick Longbow	Bow	8	Common	4.2	Common	—
Stick Longbow	Bow	11	Common	5.4	Common	—
Stick Shortbow	Bow	5	Common	3.1	Common	—
Stingborg	Crossbow	48	Rare	28.6	Common	—
Stonebearer's Hammer	Hammer	7	Common	3.5	Common	—
Stonebearer's Knife	Dagger	7	Common	3.5	Common	—
Stone-biter	Axe	50	Incomparable	27.6	Beleriand	+1.5 Power Regeneration in Combat, +14 Might, +36 Max Power
Stonecleaver	Two-handed Sword	50	Rare	29.7	Westernesse	+28 Might, +3 Power Regeneration in Combat, +28 Agility
Stout Ash Bow	Bow	19	Common	9.6	Common	—
Stout Ash Crossbow	Crossbow	19	Common	9.6	Common	—
Stout Ash Hammer	Hammer	19	Common	8.4	Common	—
Stout Ash Spear	Spear	19	Common	8.4	Common	—
Stout Ash Staff	Staff	19	Common	9.6	Common	—
Stout-heart	Sword	50	Rare	26.1	Common	—
Stoutroot	Sword	30	Rare	16.2	Westernesse	+6 Will, +8 Vitality
Stout Rowan Bow	Bow	7	Uncommon	5	Common	—
Stout Rowan Crossbow	Crossbow	7	Uncommon	5	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Stout Rowan Hammer	Hammer	7	Uncommon	4	Common	+2 Might
Stout Rowan Spear	Spear	10	Uncommon	5.6	Common	+6 Vitality
Stout Rowan Staff	Stave	7	Uncommon	5	Common	+4 Fate
Stoutthrush's Blade	Sword	9	Common	4.9	Common	—
Stout Yew Bow	Bow	24	Rare	15.1	Common	—
Stout Yew Crossbow	Crossbow	24	Rare	15.1	Common	—
Stout Yew Hammer	Hammer	24	Rare	13.5	Common	+1% Critical Hit Chance
Stout Yew Spear	Spear	24	Rare	13.5	Common	+24 Max Morale
Stout Yew Staff	Stave	24	Rare	15.1	Common	+14 Vitality
Straight Headman's Axe	Two-handed Axe	17	Uncommon	10	Common	—
Straight Headman's Axe	Two-handed Axe	18	Uncommon	10.5	Common	—
Straight Headman's Axe	Two-handed Axe	21	Uncommon	12	Common	—
Straight Headman's Axe	Two-handed Axe	26	Uncommon	14.4	Common	—
Straight Headman's Axe	Two-handed Axe	27	Uncommon	14.9	Common	—
Straight Headman's Axe of Fate	Two-handed Axe	26	Uncommon	14.4	Common	+16 Fate
Straight Headman's Axe of Might	Two-handed Axe	16	Uncommon	9.5	Common	+10 Might
Straight Headman's Axe of Might	Two-handed Axe	20	Uncommon	11.5	Common	+10 Might
Straight Headman's Axe of the Hunter	Two-handed Axe	19	Uncommon	11	Common	—
Straight Long Axe	Two-handed Axe	9	Common	4.6	Common	—
Striking Hammer	Hammer	8	Common	3.5	Common	—
Striking Hammer	Hammer	10	Uncommon	5.6	Common	—
Striking Hammer	Hammer	11	Common	4.9	Common	—
Striking Hammer	Hammer	14	Common	5.6	Common	—
Striking Hammer	Hammer	15	Uncommon	8	Common	—
Striking Hammer	Hammer	19	Uncommon	9.6	Common	—
Striking Hammer	Hammer	22	Uncommon	11.2	Common	—
Striking Hammer	Hammer	23	Uncommon	11.2	Common	—
Striking Hammer of Extermination	Hammer	5	Uncommon	3.2	Common	—
Striking Hammer of Stamina	Hammer	20	Uncommon	10.4	Common	+.60 Power Regeneration in Combat
Striking Hammer of the Hunter	Hammer	15	Uncommon	8	Common	—
Striking Hammer of Vigour	Hammer	16	Uncommon	8	Common	+5 Vitality
Striking Staff	Stave	22	Uncommon	12.5	Common	+6 Might, +16 Max Morale
Strong Ash Bow	Bow	19	Rare	12.3	Common	—
Strong Ash Crossbow	Crossbow	19	Rare	12.3	Common	—
Strong Ash Hammer	Hammer	19	Rare	10.8	Common	+14 Max Power
Strong Ash Spear	Spear	19	Rare	10.8	Common	+5 Might
Strong Ash Staff	Stave	19	Rare	12.3	Common	+28 Max Power
Studded Club	Club	47	Common	17.5	Common	—
Studded Stave	Stave	49	Uncommon	25.9	Common	—
Studded Stave of Ruin	Stave	50	Uncommon	26.4	Common	—
Sturdy Club	Club	8	Common	4.2	Common	—
Sturdy Took Dagger	Dagger	11	Uncommon	6.4	Common	—
Svalfang's Bane	Two-handed Sword	30	Uncommon	16.4	Westernesse	+16 Agility
Swept Halberd	Halberd	43	Common	17.7	Common	—
Swift Ancient Longsword of Fate	Sword	30	Uncommon	14.4	Common	+8 Fate
Swift Ash Staff	Stave	19	Uncommon	11	Common	—
Swift Backed Long Axe	Two-handed Axe	5	Uncommon	4	Common	—
Swift Backed Long Axe	Two-handed Axe	7	Uncommon	5	Common	—
Swift Backed Long Axe	Two-handed Axe	15	Uncommon	9	Common	—
Swift Backed Long Axe	Two-handed Axe	22	Uncommon	12.5	Common	—
Swift Balanced Dagger	Dagger	5	Uncommon	3.2	Common	—
Swift Balanced Dagger	Dagger	25	Uncommon	12	Common	—
Swift Balanced Dagger	Dagger	28	Uncommon	13.6	Common	—
Swift Balanced Dagger of Arda	Dagger	29	Uncommon	13.6	Common	—
Swift Balanced Dagger of Fate	Dagger	44	Uncommon	20.8	Common	+12 Fate



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Swift Barbed Spear	Spear	24	Uncommon	12	Common	—
Swift Battle Axe	Two-handed Axe	41	Uncommon	21.9	Common	—
Swift Battle Axe of Determination	Axe	47	Uncommon	21.6	Common	+13 Will
Swift Battle Pick	Mace	40	Uncommon	18.4	Common	—
Swift Bear Knife	Dagger	20	Uncommon	10.4	Common	—
Swift Bear Knife	Dagger	39	Uncommon	18.4	Common	—
Swift Bear Knife of Fate	Dagger	19	Uncommon	9.6	Common	+5 Fate
Swift Bejeweled Metal Staff of Fate	Stave	49	Uncommon	25.9	Common	+26 Fate, +26 Might
Swift Birch Shortbow	Bow	23	Uncommon	13	Common	—
Swift Birch Shortbow	Bow	43	Uncommon	22.9	Common	—
Swift Birch Shortbow	Bow	47	Uncommon	24.9	Common	—
Swift Birch Shortbow of Wounding	Bow	50	Uncommon	26.4	Common	—
Swift Chasing Hammer of Strengthening	Hammer	45	Uncommon	20.8	Common	—
Swift-doom	Two-handed Sword	50	Rare	29.7	Common	+28 Vitality, +28 Might
Swift Dwarven Battle Arbalest of Strengthening	Crossbow	50	Uncommon	26.4	Common	—
Swift Fancy Greatsword	Two-handed Sword	22	Uncommon	12.5	Common	—
Swift Fighting Dagger of Fate	Dagger	50	Uncommon	23.2	Common	+14 Fate, +35 Max Morale
Swift Fighting Dagger of Might	Dagger	50	Uncommon	23.2	Common	+14 Might, +14 Will
Swift Flanged Halberd of Might	Halberd	24	Uncommon	13.5	Common	+14 Might
Swift Flat-head Hammer of Vigour	Hammer	50	Uncommon	23.2	Common	+14 Vitality, +14 Might, +35 Max Morale
Swift Flat-headed Mace	Mace	16	Uncommon	8	Common	—
Swift Flat-headed Mace	Mace	48	Uncommon	22.4	Common	—
Swift Gilded Elvish Claymore of Ruin	Two-handed Sword	45	Uncommon	23.9	Common	—
Swift Gild-hilt Claymore of Fleetness	Two-handed Sword	50	Uncommon	26.4	Common	+28 Agility, +28 Might
Swift Gild-hilt Greatsword	Two-handed Sword	37	Uncommon	19.9	Common	—
Swift Grand Double-ball Hammer	Two-handed Hammer	47	Uncommon	24.9	Common	—
Swift Grand War Mallet of Might	Two-handed Hammer	50	Uncommon	26.4	Common	+28 Might, +70 Max Morale
Swift Great Metal Club	Two-handed Club	16	Uncommon	9.5	Common	—
Swift Great Metal Club	Two-handed Club	19	Uncommon	11	Common	—
Swift Great Oak Club of Endurance	Two-handed Club	19	Uncommon	11	Common	+7.5 Power Regeneration out of Combat
Swift Great Oak Club of Stamina	Two-handed Club	23	Uncommon	13	Common	+1.4 Power Regeneration in Combat
Swift Great Oak Club of Vigour	Two-handed Club	45	Uncommon	23.9	Common	+24 Vitality
Swift Great Root Club of Vigour	Two-handed Club	49	Uncommon	25.9	Common	+26 Vitality, +70 Max Morale
Swift Great Square Bat	Two-handed Club	37	Uncommon	19.9	Common	—
Swift Greatsword	Two-handed Sword	11	Uncommon	7	Common	—
Swift Greatsword	Two-handed Sword	20	Uncommon	11.5	Common	—
Swift Grey-wood Bow	Bow	15	Uncommon	9	Common	—
Swift Grey-wood Bow	Bow	30	Uncommon	16.4	Common	—
Swift Grey-wood Bow	Bow	41	Uncommon	21.9	Common	—
Swift Grey-wood Longbow of Skill	Bow	32	Uncommon	17.4	Common	—
Swift Grey-wood Longbow of the Hunter	Bow	33	Uncommon	17.9	Common	—
Swift Grey-wood Longbow	Bow	37	Uncommon	19.9	Common	—
Swift Grey-wood Longbow	Bow	50	Uncommon	26.4	Common	—
Swift Halved Halberd of Fleetness	Halberd	44	Uncommon	23.4	Common	+24 Agility
Swift Halved Halberd of Might	Halberd	50	Uncommon	26.4	Common	+28 Might, +28 Agility, +72 Max Power
Swift Halved Halberd of Vigour	Halberd	43	Uncommon	22.9	Common	+24 Vitality
Swift Hammer-Mace	Mace	35	Uncommon	16.8	Common	—
Swift Headman's Axe	Two-handed Axe	29	Uncommon	15.9	Common	—
Swift Headman's Axe of Strengthening	Two-handed Axe	25	Uncommon	13.9	Common	—
Swift Heavy Bantam Hammer of Fleetness	Two-handed Hammer	34	Uncommon	18.4	Common	+18 Agility
Swift Heavy Bantam Hammer of Wounding	Two-handed Hammer	35	Uncommon	18.9	Common	—
Swift Heavy Battle Pick	Two-handed Hammer	25	Uncommon	13.9	Common	—
Swift Heavy Flat-headed Hammer	Two-handed Hammer	33	Uncommon	17.9	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Swift Heavy Pointed Hammer	Two-handed Hammer	40	Uncommon	21.4	Common	—
Swift Heavy Pointed Hammer of Wounding	Two-handed Hammer	40	Uncommon	21.4	Common	—
Swift Heavy Spiked Hand Axe	Axe	31	Uncommon	15.2	Common	—
Swift Heavy Spiked Mace of Fate	Mace	50	Uncommon	23.2	Common	+14 Fate, +14 Might
Swift Heavy Spiked Mace of Stamina	Mace	22	Uncommon	11.2	Common	+0.66 Power Regeneration in Combat
Swift Heavy Spiked Mace of the Spirit	Mace	22	Uncommon	11.2	Common	—
Swift Heavy Spiked War Hammer of Might	Two-handed Hammer	16	Uncommon	9.5	Common	+10 Might
Swift Heavy Stalwart Hammer	Two-handed Hammer	19	Uncommon	11	Common	—
Swift Heavy Stalwart Hammer of Might	Two-handed Hammer	22	Uncommon	12.5	Common	+12 Might
Swift Hooked Axe	Axe	44	Uncommon	20.8	Common	—
Swift Kindle Stave of Vigour	Stave	15	Uncommon	9	Common	+8 Vitality
Swift Kindle Stave of Wounding	Stave	48	Uncommon	25.4	Common	—
Swift Long-bladed Spear	Spear	18	Uncommon	8.8	Common	—
Swift Long-bladed Spear	Spear	22	Uncommon	11.2	Common	—
Swift Long-bladed Spear	Spear	38	Uncommon	17.6	Common	—
Swift Long-bladed Spear	Spear	44	Uncommon	20.8	Common	—
Swift Long Spiked Hand Axe	Axe	22	Uncommon	11.2	Common	—
Swift Long Spiked Hand Axe of Might	Axe	42	Uncommon	20	Common	+12 Might
Swift Long Spiked Hand Axe of Ruin	Axe	50	Uncommon	23.2	Common	—
Swift Longsword	Sword	10	Uncommon	5.6	Common	—
Swift Longsword	Sword	32	Uncommon	15.2	Common	—
Swift Longsword of Inspiration	Sword	50	Uncommon	23.2	Common	—
Swift Longsword of Might	Sword	32	Uncommon	15.2	Common	+9 Might
Swift Longsword of Wounding	Sword	50	Uncommon	23.2	Common	—
Swift Long War Axe	Two-handed Axe	49	Uncommon	25.9	Common	—
Swift Metal-Capped Stave	Stave	16	Uncommon	9.5	Common	—
Swift Metal-Capped Stave of Fleetness	Stave	50	Uncommon	26.4	Common	+28 Agility, +28 Fate, +28 Will
Swift Metal Club of Fate	Club	10	Uncommon	5.6	Common	+3 Fate
Swift Oak Bow	Bow	32	Uncommon	17.4	Common	—
Swift Oak Bow of Bluffing	Bow	31	Uncommon	16.9	Common	—
Swift Oak Longbow of Bluffing	Bow	49	Uncommon	25.9	Common	—
Swift Oak Shortbow	Bow	36	Uncommon	19.4	Common	—
Swift Pick Hammer	Hammer	18	Uncommon	8.8	Common	—
Swift Poleaxe	Halberd	33	Uncommon	17.9	Common	—
Swift Rounded Club of Might	Club	50	Uncommon	23.2	Common	+14 Might
Swift Scimitar	Sword	16	Uncommon	8	Common	—
Swift Scimitar	Sword	20	Uncommon	10.4	Common	—
Swift Scimitar	Sword	36	Uncommon	16.8	Common	—
Swift Shortsword	Sword	32	Uncommon	15.2	Common	—
Swift Slender Club of Might	Club	47	Uncommon	21.6	Common	+13 Might, +34 Max Power
Swift Spiked Hatchet	Axe	11	Uncommon	6.4	Common	—
Swift Spiked Hatchet	Axe	23	Uncommon	11.2	Common	—
Swift Spiked Mallet of Wounding	Hammer	48	Uncommon	22.4	Common	—
Swift Spiked Poleaxe	Halberd	33	Uncommon	17.9	Common	—
Swift Spiked War Hammer	Hammer	28	Uncommon	13.6	Common	—
Swift Steel Spiked Mace	Mace	8	Uncommon	4.8	Common	—
Swift Straight Headman's Axe	Two-handed Axe	23	Uncommon	13	Common	—
Swift Straight Headman's Axe	Two-handed Axe	27	Uncommon	14.9	Common	—
Swift-talon	Sword	50	Rare	26.1	Westernesse	+1.5 Power Regeneration in Combat, +1% Parry Chance
Swift Thrusting Spear	Spear	34	Uncommon	16	Common	—
Swift Thrusting Spear	Spear	40	Uncommon	18.4	Common	—
Swift Thrusting Spear	Spear	48	Uncommon	22.4	Common	—
Swift Thrusting Spear of Might	Spear	50	Uncommon	23.2	Common	+14 Might, +50 Max Morale
Swift War Cleaver	Axe	45	Uncommon	20.8	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Swift Wing-hilt Greatsword of Wounding	Two-handed Sword	50	Uncommon	26.4	Common	—
Swift Wood Bat of Vigour	Mace	20	Uncommon	10.4	Common	+5 Vitality
Swift Wooden Longbow	Bow	44	Uncommon	23.4	Common	—
Swift Wooden Recurve Bow	Bow	47	Uncommon	24.9	Common	—
Swift Yew Bow	Bow	5	Uncommon	4	Common	—
Sword	Sword	8	Common	3.5	Common	—
Sword	Sword	14	Common	5.6	Common	—
Sword	Sword	17	Common	7	Common	—
Sword	Sword	20	Common	7.7	Common	—
Sword	Sword	23	Common	9.1	Common	—
Sword	Sword	45	Rare	23.4	Common	+12 Vitality
Sword of Aercherth	Two-handed Sword	45	Rare	26.9	Beleriand	+90 Max Morale, +2% Parry Chance
Sword of Fornost	Two-handed Sword	37	Rare	22.4	Fire	+20 Might, +76 Max Power
Sword of Forochel	Two-handed Sword	23	Rare	14.6	Ancient Dwarf	+12 Might
Sword of Gwathloeg	Two-handed Sword	12	Rare	8.4	Common	+8 Agility
Sword of Knowledge	Sword	45	Incomparable	24.7	Light	+12 Might, +12 Agility, +1% Parry Chance, +1% Critical Hit Chance
Sword of Mithrellas	Two-handed Sword	26	Rare	16.3	Light	+16 Might, +16 Agility
Sword of Nimras	Two-handed Sword	41	Rare	24.7	Beleriand	+22 Vitality, +60 Max Power, +2.5 Power Regeneration in Combat
Sword of Osgiliath	Two-handed Sword	29	Rare	17.9	Westernesse	+16 Vitality, +42 Max Morale
Sword of Othrikar	Sword	21	Uncommon	10.4	Common	+1% Parry Chance
Sword of Red Flame	Two-handed Sword	17	Rare	11.2	Fire	+7.5 Power Regeneration out of Combat
Sword of the Ancestors	Sword	43	Uncommon	20	Common	+5 Vitality, +43 Max Morale, +1% Parry Chance
Sword of the Eastfold	Two-handed Sword	33	Rare	20.2	Westernesse	+18 Might
Sword of the Forsaken Lands	Sword	21	Uncommon	10.4	Common	+6 Agility
Sword of the Stars	Two-handed Sword	49	Rare	29.1	Westernesse	+100 Max Power, +24 Will, +26 Might
Sword of War	Sword	45	Incomparable	24.7	Beleriand	+12 Might, +12 Vitality, +45 Max Morale, +1% Parry Chance
Taenthel	Two-handed Sword	17	Rare	11.2	Fire	+1% Parry Chance
Tallang	Sword	16	Uncommon	8	Common	+5 Vitality
Taraghlán's Greatsword	Two-handed Sword	44	Rare	26.3	Common	+24 Vitality, +5 Fate, +88 Max Morale
Taronn	Two-handed Sword	16	Uncommon	9.5	Common	+10 Agility
Taushakh's Doom	Sword	42	Rare	22.5	Common	+12 Might, +12 Agility, +1% Critical Hit Chance
Tawaranc	Two-handed Sword	19	Rare	12.3	Ancient Dwarf	+14 Max Morale
Tempered Dwarf-craft Axe	Axe	34	Rare	18	Common	+9 Might, +9 Fate
Tempered Dwarf-craft Dagger	Dagger	34	Rare	18	Common	+9 Fate, +9 Will
Tempered Dwarf-craft Greatsword	Two-handed Sword	34	Rare	20.7	Common	+18 Vitality, +18 Might
Tempered Dwarf-craft Halberd	Halberd	34	Rare	20.7	Common	+70 Max Power
Tempered Dwarf-craft Headman's Axe	Two-handed Axe	34	Rare	20.7	Common	+18 Agility, +50 Max Power
Tempered Dwarf-craft Mace	Mace	34	Rare	18	Common	+34 Max Morale
Tempered Dwarf-craft Sword	Sword	34	Rare	18	Common	+9 Might, +9 Agility
Tempered Elven-steel Axe	Axe	45	Rare	23.4	Common	+12 Might, +1% Parry Chance, +12 Vitality
Tempered Elven-steel Dagger	Dagger	45	Rare	23.4	Common	+12 Agility, +1.4 Power Regeneration in Combat, +12 Fate
Tempered Elven-steel Greatsword	Two-handed Sword	45	Rare	26.9	Common	+24 Might, +2% Parry Chance, +24 Agility
Tempered Elven-steel Halberd	Halberd	45	Rare	26.9	Common	+24 Agility, +2% Parry Chance, +24 Vitality
Tempered Elven-steel Headman's Axe	Two-handed Axe	45	Rare	26.9	Common	+12 Might, +2% Parry Chance, +24 Agility
Tempered Elven-steel Mace	Mace	45	Rare	23.4	Common	+12 Vitality, +1% Parry Chance, +12 Might
Tempered Elven-steel Sword	Sword	45	Rare	23.4	Common	+12 Vitality, +1% Parry Chance, +12 Might
Tempered Steel Axe	Axe	19	Rare	10.8	Common	+14 Max Morale, +5 Vitality
Tempered Steel Dagger	Dagger	19	Rare	10.8	Common	+14 Max Morale, +5 Agility
Tempered Steel Greatsword	Two-handed Sword	19	Rare	12.3	Common	+28 Max Power, +5 Might
Tempered Steel Halberd	Halberd	19	Rare	12.3	Common	+28 Max Power, +5 Might
Tempered Steel Headman's Axe	Two-handed Axe	19	Rare	12.3	Common	+28 Max Morale, +5 Fate
Tempered Steel Mace	Mace	19	Rare	10.8	Common	+14 Max Morale, +5 Fate
Tempered Steel Sword	Sword	19	Rare	10.8	Common	+14 Max Power, +5 Might
Thagvóρθ	Two-handed Sword	50	Rare	29.7	Common	+7.5 Power Regeneration out of Combat, +28 Might
Thaliongron	Mace	50	Rare	26.1	Beleriand	+14 Might, +14 Agility, +1.5 Power Regeneration in Combat
Thalronn	Mace	50	Rare	26.1	Common	+14 Agility, +14 Vitality, +14 Fate

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
The First Hunter's Bane	Sword	32	Uncommon	15.2	Common	+9 Agility, +9 Fate
The First Hunter's Doom	Spear	32	Uncommon	15.2	Common	+9 Agility, +9 Vitality
The First Hunter's End	Two-handed Sword	32	Uncommon	17.4	Common	+18 Will, +18 Might
The Judge's Axe	Axe	44	Uncommon	20.8	Common	+12 Might, +12 Vitality, +1% Critical Hit Chance
The Keepers Fall	Two-handed Sword	48	Uncommon	25.4	Westernesse	+10 Vitality, +26 Will, +26 Fate, 10% Critical Hit Chance Multiplier
The Matron Hunter	Spear	33	Uncommon	16	Common	+9 Vitality
Thenindúr	Spear	44	Rare	23.4	Common	+45 Max Power
Thick Wooden Staff	Stave	7	Common	3.8	Common	—
Thick Wooden Staff	Stave	22	Common	9.6	Common	—
Thick Wooden Staff	Stave	25	Common	10.8	Common	—
Thick Wooden Staff	Stave	37	Common	15.4	Common	—
Thin Oak Staff	Stave	7	Common	3.8	Common	—
Thin Oak Staff	Stave	10	Common	5	Common	—
Thindris	Sword	47	Incomparable	25.6	Beleriand	+1% Parry Chance, +13 Might
Thistlewool's Knife	Dagger	6	Common	3.5	Common	—
Thokbrot	Mace	49	Rare	25.2	Common	+13 Might
Thornley's Bow	Bow	14	Uncommon	8.5	Common	—
Thrusting Spear	Spear	11	Uncommon	6.4	Common	—
Thrusting Spear	Spear	24	Uncommon	12	Common	—
Thrusting Spear	Spear	29	Uncommon	13.6	Common	—
Thrusting Spear	Spear	31	Uncommon	15.2	Common	—
Thrusting Spear	Spear	33	Uncommon	16	Common	—
Thrusting Spear	Spear	36	Uncommon	16.8	Common	—
Thrusting Spear of Fleetness	Spear	19	Uncommon	9.6	Common	+5 Agility
Thrusting Spear of Might	Spear	41	Uncommon	19.2	Common	+11 Might, +41 Max Morale
Thrusting Spear of Ruin	Spear	46	Uncommon	21.6	Common	—
Thrusting Spear of Stone-cutting	Spear	24	Uncommon	12	Common	—
Thrusting Spear of the Spirit	Spear	34	Uncommon	16	Common	—
Thrusting Spear of Vigour	Spear	39	Uncommon	18.4	Common	+11 Vitality
Thrusting Spear of Wounding	Spear	26	Uncommon	12.8	Common	—
Thrusting Spear of Wounding	Spear	40	Uncommon	18.4	Common	—
Thumper	Mace	40	Rare	20.7	Common	+11 Might
Thunderfall	Mace	47	Rare	24.3	Common	+13 Might
Thunder-hammer of the Mearas	Hammer	31	Rare	17.1	Common	+8 Might
Thunder Lord's Fall	Mace	45	Rare	23.4	Common	+12 Vitality, +95 Power Regeneration in Combat, +33 Max Power, +1% Parry Chance
Thunder Stabber	Spear	45	Rare	23.4	Common	+45 Max Morale, +33 Max Power
Tirchathol	Two-handed Sword	30	Uncommon	16.4	Common	+16 Fate, +44 Max Power
Toad-sticker	Spear	50	Rare	26.1	Common	+51 Max Power, +10 Will
Tordirith	Two-handed Sword	50	Rare	29.7	Common	+2% Parry Chance, +28 Vitality
Toronn's Axe	Axe	7	Common	3.5	Common	—
Toronn's Hammer	Hammer	7	Common	3.5	Common	—
Torquil's Vengeance	Two-handed Sword	44	Uncommon	23.4	Common	+88 Max Morale, +3.8 Power Regeneration out of Combat
Troll-thumper	Mace	50	Rare	26.1	Common	+28 Will, +72 Max Power
Túrchathol	Axe	10	Common	4.9	Common	—
Túrchrist	Two-handed Sword	35	Uncommon	18.9	Common	+3.8 Power Regeneration out of Combat
Túrdam	Mace	30	Uncommon	14.4	Common	+8 Fate
Túr en-Elbereth	Sword	50	Rare	26.1	Common	+14 Vitality
Túrhigil	Sword	40	Uncommon	18.4	Common	+11 Might, +11 Agility, +28 Max Morale
Túris	Stave	49	Rare	29.1	Light	+13 Might, +10 Vitality, +70 Max Morale, +2% Parry Chance
Túronn	Mace	26	Uncommon	12.8	Common	+19 Max Power
Twistwood Staff	Stave	33	Uncommon	17.9	Common	+18 Will, +18 Vitality
Two-Handed Axe	Two-handed Axe	1	Common	1.7	Common	—
Two-Handed Axe	Two-handed Axe	8	Uncommon	5.5	Common	—
Two-Handed Axe of Othrikar	Two-handed Axe	21	Uncommon	12	Common	+30 Max Morale
Two-Handed Club	Two-handed Club	1	Common	1.7	Common	+2 Might, +2 Vitality, +2 Max Morale
Two-Handed Hammer	Two-handed Hammer	1	Common	1.7	Common	—



WEAPONS						
Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Two-Handed Hammer of Othrikar	Two-handed Hammer	21	Uncommon	12	Common	+32 Max Power
Two-Handed Sword	Two-handed Sword	1	Common	1.7	Common	+1 Fate
Two-Handed Sword of Othrikar	Two-handed Sword	21	Uncommon	12	Common	+6 Might
Ujagar	Mace	49	Rare	25.2	Common	—
Ulfar's Hammer	Hammer	8	Common	4.2	Common	—
Urn Finder's Staff	Stave	23	Uncommon	13	Common	+48 Power Regeneration in Combat, +12 Will
Uruk Iron Club	Club	49	Uncommon	22.4	Common	+13 Might, +13 Vitality, +49 Max Morale
Uruk Iron Two-Handed Club	Two-handed Club	49	Uncommon	25.9	Common	+26 Might, +26 Vitality, +98 Max Morale
Victory at Minas Angos	Crossbow	50	Rare	29.7	Westernesse	—
Victory at Minas Caul	Axe	50	Rare	26.1	Westernesse	+50 Max Morale, +1% Critical Hit Chance
Victory at Minas Maur	Sword	50	Rare	26.1	Common	+14 Might, +14 Vitality, +51 Max Power, +1% Critical Hit Chance
Walking Staff	Stave	4	Common	2.7	Common	—
Walking Staff	Stave	10	Common	5.7	Common	—
Walking Stick	Stave	6	Uncommon	4.5	Common	—
War Cleaver of Vigour	Axe	36	Uncommon	16.8	Common	+18 Vitality, +52 Max Power
Warg Router	Sword	24	Uncommon	12	Common	+7 Fate
War Mallet	Hammer	47	Common	17.5	Common	—
Warmonger	Crossbow	33	Uncommon	17.9	—	—
Waspsnest	Crossbow	50	Rare	29.7	Common	—
Watcher's Axe	Axe	9	Uncommon	5.6	Common	—
Watcher's Mace	Mace	18	Uncommon	8.8	Common	+5 Agility
Watcher's Spear	Spear	16	Uncommon	8	Common	+5 Fate
Weak Mace	Mace	1	Common	0.5	Common	—
Wendingway's Club	Club	8	Common	4.2	Common	—
Westernesse Axe	Axe	34	Uncommon	16	Westernesse	+9 Vitality
Westernesse Dagger	Dagger	34	Uncommon	16	Westernesse	+25 Max Power
Westernesse Greatsword	Two-handed Sword	34	Uncommon	18.4	Westernesse	+48 Max Morale
Westernesse Sword	Sword	34	Uncommon	16	Westernesse	+9 Might
Westwind	Bow	50	Rare	29.7	Common	—
Wheatley's Sword	Sword	16	Uncommon	8	Common	+5 Might
Widdup's Spear	Spear	39	Uncommon	18.4	Common	+11 Fate, +.82 Power Regeneration in Combat
Wide Oak Staff	Stave	19	Common	8.5	Common	—
Wide Oak Staff	Stave	22	Common	9.6	Common	—
Wide Oak Staff	Stave	31	Common	13.1	Common	—
Wide Oak Staff	Stave	34	Common	14.2	Common	—
Willowsarm	Mace	43	Rare	22.5	Common	+24 Might, +24 Agility
Willow Staff	Stave	28	Common	11.9	Common	—
Willow Staff	Stave	31	Common	13.1	Common	—
Willow Staff	Stave	34	Common	14.2	Common	—
Wing-hilt Greatsword of Might	Two-handed Sword	48	Uncommon	25.4	Common	+26 Might, +68 Max Morale
Wolf-beater	Mace	18	Rare	9.9	Common	+5 Fate
Wood Bat	Club	17	Common	7	Common	—
Wood Bat	Club	19	Uncommon	9.6	Common	—
Wood Bat	Club	20	Common	7.7	Common	—
Wood Bat	Club	22	Uncommon	11.2	Common	—
Wood Bat	Club	44	Common	16.1	Common	—
Wood Bat of Might	Club	15	Uncommon	8	Common	+4 Might
Wood Bat of Ruin	Club	49	Uncommon	22.4	Common	—
Wood Bat of the Hunter	Club	13	Uncommon	7.2	Common	—
Wood Bat of Vigour	Club	21	Uncommon	10.4	Common	+6 Vitality
Wooden Bow	Bow	20	Common	8.8	Common	—
Wooden Bow	Bow	23	Common	10	Common	—
Wooden Bow	Bow	26	Common	11.2	Common	—
Wooden Longbow	Bow	29	Common	12.3	Common	—
Wooden Longbow	Bow	32	Common	13.5	Common	—
Wooden Longbow	Bow	32	Uncommon	17.4	Common	—

Equipment & Enchanted Items



WEAPONS

Name	Type	Lvl	Rarity	DPS	Damage Type	Bonuses
Wooden Longbow	Bow	35	Common	14.6	Common	—
Wooden Longbow	Bow	35	Uncommon	18.9	Common	—
Wooden Longbow	Bow	38	Common	15.8	Common	—
Wooden Longbow	Bow	41	Common	16.9	Common	—
Wooden Longbow	Bow	44	Common	18.1	Common	—
Wooden Longbow	Bow	47	Common	19.2	Common	—
Wooden Longbow of the Spirit	Bow	36	Uncommon	19.4	Common	—
Wooden Mace	Mace	1	Common	1.4	Common	—
Wooden Recurve Bow	Bow	42	Uncommon	22.4	Common	—
Wooden Recurve Bow	Bow	45	Uncommon	23.9	Common	—
Wooden Recurve Bow of Bluffing	Bow	45	Uncommon	23.9	Common	—
Wooden Recurve Bow of Skill	Bow	50	Uncommon	26.4	Common	—
Wooden Recurve Bow of the Mountains	Bow	45	Uncommon	23.9	Common	—
Wooden Recurve Bow of the North	Bow	44	Uncommon	23.4	Common	—
Wooden Shortbow	Bow	17	Common	7.7	Common	—
Wooden Spear	Spear	10	Common	4.2	Common	—
Wooden Spear	Spear	13	Common	5.6	Common	—
Wooden Spear	Spear	15	Common	6.3	Common	—
Wooden Spear	Spear	16	Common	6.3	Common	—
Wooden Spear	Spear	17	Common	7	Common	—
Wooden Spear	Spear	19	Common	7.7	Common	—
Wooden Spear	Spear	22	Common	8.4	Common	—
Wooden Spear	Spear	25	Common	9.8	Common	—
Wooden Spear	Spear	28	Common	10.5	Common	—
Wooden Spear	Spear	31	Common	11.9	Common	—
Wooden Spear	Spear	34	Common	12.6	Common	—
Wooden Staff	Stave	3	Common	2.3	Common	—
Wooden Staff	Stave	4	Common	3.1	Common	—
Wooden Staff	Stave	7	Common	3.8	Common	—
Woodruff's Longsword	Sword	23	Uncommon	11.2	Common	+6 Vitality
Woodsman's Club	Club	48	Rare	25.2	Fire	+13 Might
Woodsman's Friend	Mace	38	Rare	19.8	Common	+2% Critical Hit Chance
Wood Staff	Stave	1	Common	1.4	Common	—
Wood-stock Crossbow	Crossbow	31	Common	13.1	Common	—
Worm Hunter's Bow	Bow	43	Rare	25.8	Common	—
Wormsdoom	Two-handed Sword	50	Rare	29.7	Common	+28 Will, +72 Max Power
Writ Finder's Greatsword	Two-handed Sword	9	Uncommon	6	Common	—
Writ Finder's Sword	Sword	9	Uncommon	5.6	Common	—
Yellowtusk Spear	Spear	22	Uncommon	11.2	Common	—
Yew Bow	Bow	5	Common	3.1	Common	—
Yew Bow	Bow	8	Common	4.2	Common	—
Yew Bow	Bow	11	Common	5.4	Common	—
Yew Bow	Bow	14	Common	6.5	Common	—
Yew Bow	Bow	24	Uncommon	13.5	Common	—
Yew Crossbow	Crossbow	24	Uncommon	13.5	Common	—
Yew Hammer	Hammer	24	Uncommon	12	Common	+17 Max Morale
Yew Spear	Spear	24	Uncommon	12	Common	+17 Max Morale
Yew Staff	Stave	24	Uncommon	13.5	Common	+14 Vitality



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Acharcham	Chest	44	Uncommon	191	+12 Might, +27 Will, +12 Fate
Adso's Vest	Chest	12	Uncommon	52	+4 Fate
Aearanc	Clothing	40	Rare	44	+11 Will, +41 Max Power
Aedail	Feet	12	Common	12	—
Agaravad	Chest	50	Rare	185	3% Wound Resistance, +30 Will, +36 Max Power
Ahrath	Chest	48	Rare	177	+49 Max Power, +29 Will
Amarion's Padded Gauntlets	Hands	41	Rare	76	+24 Might, +11 Agility
Amarthbadanir	Legs	50	Rare	293	+5 Might, +14 Will, +14 Fate, +2 Morale Regeneration in Combat
Amarthgol	Back	28	Rare	62	+8 Fate
Amarthranc	Clothing	40	Rare	44	+24 Fate, +29 Max Power
Ambrnad	Legs	37	Rare	161	3% Poison Resistance
Amlan's Cloak	Back	30	Uncommon	55	+8 Will, +21 Max Morale
Anallen	Feet	45	Rare	127	+27 Agility, +46 Max Power
Ancient Armour	Chest	50	Uncommon	292	+30 Vitality, +14 Might
Ancient Boots	Feet	50	Uncommon	117	3% Disease Resistance, +36 Max Power
Ancient Gloves	Hands	50	Uncommon	146	+30 Might, +14 Will
Ancient Helm	Head	50	Uncommon	87	2% Healing Bonus, +14 Vitality
Ancient Leggings	Legs	50	Uncommon	243	+30 Agility, +1.4 Morale Regeneration in Combat
Ancient's Breastplate	Clothing	40	Rare	281	+11 Will, +11 Fate, +29 Max Power
Ancient Shoulder Guards	Shoulders	50	Uncommon	87	+30 Might, +14 Fate
Andcerf	Head	34	Rare	72	+21 Vitality, +9 Will
And-klath	Clothing	45	Rare	167	+27 Vitality, +12 Will, +12 Fate
Angadan	Chest	50	Rare	351	+30 Will, +14 Fate, +36 Max Power
Angarab	Head	35	Rare	40	+21 Vitality
Angbellas	Legs	43	Rare	252	+31 Max Power, +12 Fate
Anmedla	Head	40	Rare	63	+40 Max Morale
Anorchol	Back	30	Uncommon	55	+8 Fate, +22 Max Power
Anorthol	Head	50	Rare	105	+30 Vitality, +14 Fate, +14 Agility
Aradhranc	Clothing	40	Rare	63	+4 Agility, +24 Fate
Aranham	Chest	50	Rare	185	+30 Vitality, +14 Will, +14 Fate, +50 Max Morale
Arasbadanir	Legs	32	Uncommon	81	+24 Max Power, +1.3 Morale Regeneration in Combat
Arastil's Hat	Head	32	Rare	35	+9 Vitality, +9 Will
Arastil's Headgear	Head	32	Rare	50	3% Fear Resistance
Arastil's Helmet	Head	32	Rare	67	+20 Vitality
Arctic Hunter	Back	43	Rare	95	+12 Agility, +26 Fate, +43 Max Morale
Areneth's Leggings	Legs	50	Uncommon	128	+30 Agility, +30 Will, +36 Max Power
Areneth's Mantle	Back	50	Rare	111	+30 Might, +14 Vitality, +30 Fate
Arinora's Boots	Feet	21	Uncommon	49	+16 Max Power
Arinora's Gloves	Hands	15	Common	35	—
Arinora's Shoulder Pads	Shoulders	15	Common	21	—
Arnvall's Shirt	Chest	50	Rare	185	+30 Will, +36 Max Power, +14 Vitality
Arohir's Cap	Head	35	Rare	39	+9 Will
Artisan's Gloves	Clothing	40	Rare	74	+24 Agility, +11 Fate
Artisan's Shirt	Clothing	40	Rare	210	+24 Will, +11 Fate
Arzhur's Helmet	Head	44	Uncommon	57	+2.5 Morale Regeneration out of Combat, 2% Healing Bonus
Atflad	Chest	50	Rare	189	+30 Vitality, +14 Fate, +14 Might
Authri	Head	34	Rare	38	+5 Morale Regeneration out of Combat, +21 Will
Avornhar	Head	15	Rare	23	+4 Agility, +4 Will
Avorphadanir	Clothing	40	Rare	123	+11 Agility, +11 Will
Baingarab	Head	20	Uncommon	18	+5 Might
Bainhidh	Head	50	Rare	78	+30 Will, +14 Fate
Balanham	Clothing	44	Rare	230	+27 Vitality, +12 Will
Balanhar	Clothing	40	Rare	63	+11 Fate, +5 Morale Regeneration out of Combat
Balanthol	Head	40	Uncommon	70	+11 Might, +11 Agility, 2% Healing Bonus
Banfuir Leggings	Legs	48	Uncommon	123	+29 Will, +49 Max Power
Barazinbar's Nape	Shoulders	49	Rare	103	+29 Might, 2% Wound Resistance
Barghals	Head	50	Rare	57	+50 Max Morale, +30 Vitality

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Bargserk	Chest	43	Rare	118	+43 Max Morale
Barrow-walker's Cap	Head	21	Rare	23	+14 Vitality, +6 Fate
Bavor's Boots	Feet	10	Common	14	—
Bear Helm of the Shire	Head	45	Rare	70	+27 Vitality, +45 Max Morale
Bear Hide Jacket	Chest	36	Uncommon	156	+9 Will, +26 Max Power
Bear Hide Shirt	Chest	36	Uncommon	110	+9 Vitality, +9 Will
Bear-claws	Hands	50	Rare	176	+30 Agility, +1 Morale Regeneration in Combat
Beekeeper's Hood	Head	10	Uncommon	9	+3 Will
Beekeeper's Robes	Chest	10	Common	25	—
Belegabnir	Legs	44	Rare	192	+12 Might, +12 Vitality, +1.2 Morale Regeneration in Combat, +45 Max Power
Belegaim	Hands	50	Rare	93	+30 Might, +14 Will
Beleglas	Chest	45	Rare	167	+46 Max Power, +27 Vitality
Belegranc	Shoulders	40	Uncommon	52	+24 Might, +11 Agility
Belemaib	Clothing	40	Rare	141	+11 Might, +24 Vitality
Belheron	Chest	50	Rare	189	+51 Max Power, +30 Will, +14 Might
Berghelm	Head	50	Incomparable	117	+30 Will, +50 Max Morale, +14 Might, +14 Vitality, +14 Agility
Berglaup	Legs	45	Rare	196	3% Poison Resistance
Black Leggings of Dorthonion	Legs	25	Rare	146	+15 Will
Blade Helm of Vigour	Head	40	Uncommon	70	+11 Vitality
Blue Cloak	Back	2	Common	3	—
Boffin's Legs	Legs	12	Common	25	—
Boffin's Shoulders	Shoulders	8	Common	9	—
Bog-walkers	Feet	26	Rare	54	3% Disease Resistance
Boldheart	Head	46	Rare	51	3% Fear Resistance, +12 Will
Bolger's Hooded Cloak	Back	9	Common	13	—
Bolger's Leggings	Legs	10	Uncommon	36	+3 Vitality
Bolger's Robe	Chest	10	Uncommon	31	+3 Agility
Bolger's Shoes	Feet	9	Common	13	—
Bolli's Cape	Back	7	Common	10	—
Bolli's Gloves	Hands	7	Common	9	—
Bolli's Hat	Head	7	Common	6	—
Boots	Feet	45	Rare	95	+27 Vitality, 3% Disease Resistance
Boots	Feet	45	Rare	127	3% Disease Resistance, +12 Might
Boots of Dorthonion	Feet	29	Rare	82	+8 Might, +21 Max Power
Boots of Dragonscale	Feet	32	Rare	67	+33 Max Power
Boots of Gondolin	Feet	34	Rare	96	+21 Agility
Boots of Gondolin	Feet	50	Rare	104	+14 Might, +51 Max Power, +14 Agility
Boots of Imladris	Feet	50	Rare	141	+30 Vitality, +14 Might
Boots of Kings	Feet	20	Rare	56	+5 Might
Boots of Mirath	Feet	38	Rare	107	3% Disease Resistance
Boots of Mirath	Feet	43	Rare	90	3% Disease Resistance, +26 Agility
Boots of Moria	Feet	29	Rare	60	+18 Vitality
Boots of Moria	Feet	31	Rare	87	3% Disease Resistance, +8 Might
Boots of Tharbad	Feet	38	Rare	79	+39 Max Power, +10 Might
Boots of the Aurochs	Feet	50	Incomparable	116	+30 Vitality, +30 Agility, +14 Will
Boots of the Bullroarer	Feet	15	Rare	42	+9 Vitality
Boots of the Citadel	Feet	27	Rare	76	+28 Max Power
Boots of the Long March	Feet	43	Uncommon	100	+12 Might, +26 Agility, +5 Will
Boots of the Mark	Feet	22	Rare	46	+14 Agility
Boots of the Nimrodel	Feet	42	Rare	118	+31 Max Power, +26 Agility
Boots of the Riddermark	Feet	23	Rare	65	+14 Agility
Boots of the Ruin-hold	Feet	27	Uncommon	47	+8 Might, +20 Max Power
Boots of the Silverwood	Feet	49	Rare	138	+13 Might, +13 Agility, +35 Max Power
Boots of the Tower Hills	Feet	17	Rare	48	+13 Max Power
Both-herthar	Shoulders	14	Common	14	—
Bounder's Feather Cap	Head	5	Uncommon	5	+1 Might



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Bounder Shirriff's Cap	Head	20	Rare	22	+1 Mood
Bracegirdle's Boots	Feet	12	Uncommon	21	+4 Fate
Braiaiar's Boots	Feet	48	Uncommon	84	+13 Might, +29 Agility, +29 Vitality, 3% Disease Resistance
Braiaiar's Mantle	Back	49	Rare	109	+29 Might, +29 Fate, +35 Max Power
Braiaiar's Shoulder Guards	Shoulders	48	Rare	76	+13 Might, +5 Vitality, +13 Agility, +49 Max Power
Brandybuck's Leggings	Legs	18	Uncommon	65	+5 Will
Brandybuck's Shoes	Feet	18	Uncommon	22	+14 Max Power
Brawler's Arms	Clothing	40	Rare	84	+24 Might, +41 Max Power
Breastplate	Chest	45	Rare	316	+27 Might, 3% Wound Resistance
Breastplate of Dorthonion	Chest	36	Rare	253	—
Breastplate of Mirath	Chest	48	Rare	337	+29 Vitality, +13 Will
Breastplate of the Aurochs	Chest	50	Incomparable	291	+30 Vitality, +51 Max Power, +14 Agility
Breastplate of the Citadel	Chest	28	Rare	197	3% Wound Resistance
Breastplate of the Nimrodel	Chest	50	Rare	351	+14 Might
Breastplate of the Riddermark	Chest	25	Rare	176	—
Breastplate of the Silverwood	Chest	40	Rare	281	3% Wound Resistance, +24 Vitality
Brecham	Chest	44	Uncommon	135	+12 Agility, +27 Will, +5 Fate
Brechenn	Head	48	Rare	53	+13 Agility, +13 Will
Bregbadanir	Clothing	33	Uncommon	85	+9 Agility
Bregdail	Feet	13	Uncommon	22	+4 Agility
Breniagaim	Hands	46	Rare	85	+33 Max Morale, +27 Vitality
Bridge-defenders	Hands	32	Rare	84	+9 Might, +9 Agility
Brightwood's Vest	Chest	15	Uncommon	46	+4 Vitality
Brimmed Hat	Head	2	Common	2	—
Brimmed Hat	Head	5	Common	4	—
Brimmed Hat	Head	8	Common	6	—
Brimmed Hat	Head	11	Common	8	—
Brimmed Hat	Head	15	Common	11	—
Brimmed Hat	Head	17	Common	13	—
Brimmed Hat	Head	20	Common	14	—
Brimmed Hat	Head	23	Common	17	—
Brimmed Hat	Head	26	Common	19	—
Brimmed Hat	Head	29	Common	22	—
Brimmed Hat	Head	32	Common	23	—
Brimmed Hat	Head	35	Common	26	—
Brimmed Hat	Head	38	Common	28	—
Brimmed Hat	Head	41	Common	30	—
Brimmed Hat	Head	44	Common	33	—
Brimmed Hat	Head	47	Common	34	—
Brimmed Hat of Determination	Head	22	Uncommon	20	+6 Will
Brimmed Hat of Determination	Head	46	Uncommon	42	+12 Will
Brimmed Hat of Fate	Head	32	Uncommon	29	+9 Fate
Brimmed Hat of Rallying	Head	48	Uncommon	44	1% Healing Bonus, +13 Fate
Brimmed Helmet of Might	Head	41	Uncommon	54	+11 Might
Broadherths	Shoulders	45	Rare	50	+27 Might, +33 Max Power
Brocham	Chest	50	Rare	351	+30 Might, +30 Vitality, +51 Max Power
Bronadui	Head	50	Rare	78	+14 Agility, +30 Will
Bronwecham	Clothing	43	Rare	225	+12 Agility, +26 Vitality
Bronze Armour	Chest	15	Common	70	—
Bronze Boots	Feet	15	Common	28	—
Bronze Gloves	Hands	15	Common	35	—
Bronze Helm	Head	15	Common	21	—
Bronze Leggings	Legs	15	Common	58	—
Bronze Shoulder Guards	Shoulders	15	Common	21	—
Burglar's Cap	Head	37	Rare	41	+10 Agility, +10 Vitality
Burnished Ancient Armour	Chest	50	Rare	351	+30 Vitality, +30 Might, +14 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Burnished Ancient Boots	Feet	50	Rare	141	3% Disease Resistance, +51 Max Power, +14 Might
Burnished Ancient Gloves	Hands	50	Rare	176	+30 Might, +14 Will, +30 Agility
Burnished Ancient Helm	Head	50	Rare	105	2% Healing Bonus, +30 Vitality
Burnished Ancient Leggings	Legs	50	Rare	293	+30 Agility, +2 Morale Regeneration in Combat, +14 Will
Burnished Ancient Shoulder Guards	Shoulders	50	Rare	105	+30 Might, +30 Fate, +36 Max Power
Butterbur's Mantle	Back	15	Uncommon	28	+9 Fate
Cafliiss	Legs	47	Rare	275	3% Poison Resistance, +13 Vitality
Calengil's Shoes	Feet	7	Common	10	—
Candac's Helmet	Head	15	Uncommon	19	+4 Might
Candaith's Leather Leggings	Legs	20	Uncommon	72	+5 Will
Candaith's Scale Leggings	Legs	20	Uncommon	97	+5 Will
Cap of the Eglain	Head	30	Rare	33	+18 Vitality, +21 Max Morale
Cap of the Shirriff	Head	16	Rare	18	+11 Will
Carchol	Back	37	Rare	82	+23 Fate, 1% Evade Chance
Carn Dum Breastplate	Chest	50	Rare	351	3% Wound Resistance, +30 Might, +36 Max Power
Catchpole's Helm	Head	9	Common	10	—
Celebnil	Shoulders	47	Rare	99	2% Wound Resistance, +13 Vitality
Celechar	Head	30	Rare	63	+8 Agility
Celegdail	Feet	37	Uncommon	64	+10 Agility, +27 Max Power
Celegdail	Feet	50	Rare	141	+51 Max Power, +14 Might, +14 Vitality
Celephadh's Shoulder Guards	Shoulders	32	Uncommon	42	+33 Max Power, 2% Wound Resistance
Cendgaim	Hands	47	Rare	123	+47 Max Morale, +13 Will
Cerygaim	Hands	29	Rare	76	+41 Morale Regeneration in Combat, +18 Agility
Chainmail Boots	Feet	15	Common	28	—
Chainmail Boots	Feet	17	Common	32	—
Chainmail Boots	Feet	20	Common	37	—
Chainmail Boots	Feet	23	Common	43	—
Chainmail Boots	Feet	26	Common	49	—
Chainmail Boots	Feet	29	Common	54	—
Chainmail Boots	Feet	32	Common	60	—
Chainmail Boots	Feet	35	Common	65	—
Chainmail Boots	Feet	38	Common	71	—
Chainmail Boots	Feet	41	Common	77	—
Chainmail Boots	Feet	44	Common	82	—
Chainmail Boots	Feet	47	Common	88	—
Chainmail Boots of Bree	Feet	45	Rare	127	+27 Vitality, +12 Agility
Chainmail Boots of Determination	Feet	24	Uncommon	56	+7 Will
Chainmail Boots of Determination	Feet	45	Uncommon	105	+12 Will, +12 Agility
Chainmail Boots of Fate	Feet	21	Uncommon	49	+6 Fate
Chainmail Boots of Fate	Feet	30	Uncommon	70	+8 Fate
Chainmail Boots of Fleetness	Feet	30	Uncommon	70	+8 Agility
Chainmail Boots of Fleetness	Feet	33	Uncommon	77	+9 Agility
Chainmail Boots of Might	Feet	16	Uncommon	37	+5 Might
Chainmail Boots of Might	Feet	21	Uncommon	49	+6 Might
Chainmail Boots of Might	Feet	24	Uncommon	56	+7 Might
Chainmail Boots of Might	Feet	33	Uncommon	77	+9 Might
Chainmail Boots of Might	Feet	49	Uncommon	114	+13 Might, +13 Fate
Chainmail Boots of Might	Feet	49	Uncommon	114	+13 Might, +35 Max Power
Chainmail Boots of Vigour	Feet	19	Uncommon	44	+5 Vitality
Chainmail Boots of Vigour	Feet	42	Uncommon	98	+26 Vitality
Chainmail Breastplate	Chest	15	Common	70	—
Chainmail Breastplate	Chest	17	Common	79	—
Chainmail Breastplate	Chest	20	Common	93	—
Chainmail Breastplate	Chest	23	Common	107	—
Chainmail Breastplate	Chest	23	Uncommon	134	—
Chainmail Breastplate	Chest	26	Common	121	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Chainmail Breastplate	Chest	29	Common	135	—
Chainmail Breastplate	Chest	32	Common	149	—
Chainmail Breastplate	Chest	35	Common	163	—
Chainmail Breastplate	Chest	38	Common	177	—
Chainmail Breastplate	Chest	41	Common	191	—
Chainmail Breastplate	Chest	41	Uncommon	239	—
Chainmail Breastplate	Chest	44	Common	205	—
Chainmail Breastplate	Chest	47	Common	219	—
Chainmail Breastplate of Determination	Chest	44	Uncommon	257	+12 Will
Chainmail Breastplate of Determination	Chest	44	Uncommon	257	+27 Will
Chainmail Breastplate of Fate	Chest	41	Uncommon	239	+11 Fate
Chainmail Breastplate of Fate	Chest	47	Uncommon	274	+13 Fate, +13 Might
Chainmail Breastplate of Fleetness	Chest	27	Uncommon	157	+8 Agility
Chainmail Breastplate of Fleetness	Chest	44	Uncommon	257	+12 Agility
Chainmail Breastplate of Might	Chest	23	Uncommon	134	+6 Might
Chainmail Breastplate of Might	Chest	29	Uncommon	169	+18 Might
Chainmail Breastplate of Might	Chest	32	Uncommon	187	+9 Might
Chainmail Breastplate of Might	Chest	38	Uncommon	222	+10 Might
Chainmail Breastplate of Vigour	Chest	27	Uncommon	157	+8 Vitality
Chainmail Breastplate of Vigour	Chest	38	Uncommon	222	+10 Vitality
Chainmail Breastplate of Vigour	Chest	38	Uncommon	222	+23 Vitality
Chainmail Breastplate of Vigour	Chest	41	Uncommon	239	+11 Vitality
Chainmail Breastplate of Vigour	Chest	47	Uncommon	274	+29 Vitality
Chainmail Breastplate of Vigour	Chest	50	Uncommon	292	+30 Vitality
Chainmail Gauntlets	Hands	15	Common	35	—
Chainmail Gauntlets	Hands	17	Common	40	—
Chainmail Gauntlets	Hands	20	Common	47	—
Chainmail Gauntlets	Hands	23	Common	54	—
Chainmail Gauntlets	Hands	26	Common	61	—
Chainmail Gauntlets	Hands	29	Common	68	—
Chainmail Gauntlets	Hands	32	Common	75	—
Chainmail Gauntlets	Hands	35	Common	82	—
Chainmail Gauntlets	Hands	38	Common	89	—
Chainmail Gauntlets	Hands	41	Common	96	—
Chainmail Gauntlets	Hands	44	Common	103	—
Chainmail Gauntlets	Hands	47	Common	110	—
Chainmail Gauntlets of Bree	Hands	45	Rare	158	+27 Might, +45 Max Morale
Chainmail Gauntlets of Courage	Hands	33	Uncommon	96	+46 Morale Regeneration in Combat
Chainmail Gauntlets of Fate	Hands	21	Uncommon	61	+6 Fate
Chainmail Gauntlets of Fleetness	Hands	23	Uncommon	67	+6 Agility
Chainmail Gauntlets of Fleetness	Hands	26	Uncommon	76	+8 Agility
Chainmail Gauntlets of Fleetness	Hands	33	Uncommon	96	+9 Agility
Chainmail Gauntlets of Fleetness	Hands	45	Uncommon	131	+63 Morale Regeneration in Combat, +12 Agility
Chainmail Gauntlets of Fleetness	Hands	45	Uncommon	131	+12 Agility
Chainmail Gauntlets of Might	Hands	15	Uncommon	44	+4 Might
Chainmail Gauntlets of Might	Hands	16	Uncommon	47	+5 Might
Chainmail Gauntlets of Might	Hands	21	Uncommon	61	+6 Might
Chainmail Gauntlets of Might	Hands	23	Uncommon	67	+6 Might
Chainmail Gauntlets of Might	Hands	39	Uncommon	114	+11 Might
Chainmail Gauntlets of Might	Hands	39	Uncommon	114	+24 Might
Chainmail Gauntlets of Might	Hands	45	Uncommon	131	+27 Might, +12 Vitality
Chainmail Gauntlets of Rallying	Hands	26	Uncommon	76	1% Healing Bonus
Chainmail Gauntlets of Rallying	Hands	43	Uncommon	125	1% Healing Bonus
Chainmail Gauntlets of Vigour	Hands	26	Uncommon	76	+8 Vitality
Chainmail Gauntlets of Vigour	Hands	28	Uncommon	82	+8 Vitality
Chainmail Gauntlets of Vigour	Hands	43	Uncommon	125	+12 Vitality, +12 Fate

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Chainmail Gloves	Hands	15	Common	35	—
Chainmail Gloves	Hands	17	Common	40	—
Chainmail Gloves	Hands	20	Common	47	—
Chainmail Gloves	Hands	23	Common	54	—
Chainmail Gloves	Hands	26	Common	61	—
Chainmail Gloves	Hands	29	Common	68	—
Chainmail Gloves	Hands	32	Common	75	—
Chainmail Gloves	Hands	35	Common	82	—
Chainmail Gloves	Hands	38	Common	89	—
Chainmail Gloves	Hands	41	Common	96	—
Chainmail Gloves	Hands	44	Common	103	—
Chainmail Gloves	Hands	47	Common	110	—
Chainmail Gloves of Courage	Hands	21	Uncommon	61	+29 Morale Regeneration in Combat
Chainmail Gloves of Courage	Hands	26	Uncommon	76	+36 Morale Regeneration in Combat
Chainmail Gloves of Determination	Hands	33	Uncommon	96	+9 Will
Chainmail Gloves of Fate	Hands	16	Uncommon	47	+5 Fate
Chainmail Gloves of Fate	Hands	45	Uncommon	131	+12 Fate
Chainmail Gloves of Fleetness	Hands	21	Uncommon	61	+6 Agility
Chainmail Gloves of Might	Hands	19	Uncommon	55	+5 Might
Chainmail Gloves of Might	Hands	26	Uncommon	76	+8 Might
Chainmail Gloves of Might	Hands	28	Uncommon	82	+8 Might
Chainmail Gloves of Might	Hands	33	Uncommon	96	+9 Might
Chainmail Gloves of Might	Hands	43	Uncommon	125	+26 Might
Chainmail Gloves of Might	Hands	45	Uncommon	131	+12 Might, +12 Vitality
Chainmail Gloves of Rallying	Hands	39	Uncommon	114	1% Healing Bonus
Chainmail Gloves of Rallying	Hands	43	Uncommon	125	2% Healing Bonus
Chainmail Gloves of Rallying	Hands	45	Uncommon	131	1% Healing Bonus, +12 Agility
Chainmail Gloves of Vigour	Hands	36	Uncommon	105	+9 Vitality
Chainmail Gloves of Vigour	Hands	49	Uncommon	143	+13 Vitality, +13 Will
Chainmail Jacket	Chest	15	Common	70	—
Chainmail Jacket	Chest	17	Common	79	—
Chainmail Jacket	Chest	20	Common	93	—
Chainmail Jacket	Chest	23	Common	107	—
Chainmail Jacket	Chest	26	Common	121	—
Chainmail Jacket	Chest	27	Uncommon	157	—
Chainmail Jacket	Chest	29	Common	135	—
Chainmail Jacket	Chest	32	Common	149	—
Chainmail Jacket	Chest	35	Common	163	—
Chainmail Jacket	Chest	38	Common	177	—
Chainmail Jacket	Chest	41	Common	191	—
Chainmail Jacket	Chest	44	Common	205	—
Chainmail Jacket	Chest	47	Common	219	—
Chainmail Jacket of Bree	Chest	45	Rare	316	+27 Vitality, +46 Max Power
Chainmail Jacket of Determination	Chest	38	Uncommon	222	+23 Will
Chainmail Jacket of Determination	Chest	50	Uncommon	292	+30 Will
Chainmail Jacket of Fate	Chest	23	Uncommon	134	+6 Fate
Chainmail Jacket of Fate	Chest	41	Uncommon	239	+11 Fate
Chainmail Jacket of Fleetness	Chest	41	Uncommon	239	+11 Agility
Chainmail Jacket of Fleetness	Chest	44	Uncommon	257	+12 Agility
Chainmail Jacket of Fleetness	Chest	47	Uncommon	274	+13 Agility, +34 Max Power
Chainmail Jacket of Might	Chest	15	Uncommon	87	+4 Might
Chainmail Jacket of Might	Chest	23	Uncommon	134	+14 Might
Chainmail Jacket of Might	Chest	38	Uncommon	222	+23 Might
Chainmail Jacket of Might	Chest	41	Uncommon	239	+11 Might
Chainmail Jacket of Vigour	Chest	27	Uncommon	157	+8 Vitality
Chainmail Jacket of Vigour	Chest	32	Uncommon	187	+9 Vitality



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Chainmail Jacket of Vigour	Chest	44	Uncommon	257	+12 Vitality	
Chainmail Jacket of Vigour	Chest	47	Uncommon	274	+13 Vitality	
Chainmail Leggings	Legs	15	Common	58	—	
Chainmail Leggings	Legs	17	Common	66	—	
Chainmail Leggings	Legs	20	Common	78	—	
Chainmail Leggings	Legs	23	Common	89	—	
Chainmail Leggings	Legs	26	Common	101	—	
Chainmail Leggings	Legs	29	Common	113	—	
Chainmail Leggings	Legs	32	Common	124	—	
Chainmail Leggings	Legs	35	Common	136	—	
Chainmail Leggings	Legs	38	Common	148	—	
Chainmail Leggings	Legs	41	Common	159	—	
Chainmail Leggings	Legs	44	Common	171	—	
Chainmail Leggings	Legs	47	Common	183	—	
Chainmail Leggings of Bree	Legs	45	Rare	264	+27 Agility, +12 Vitality	
Chainmail Leggings of Courage	Legs	23	Uncommon	112	+.64 Morale Regeneration in Combat	
Chainmail Leggings of Courage	Legs	32	Uncommon	156	+.90 Morale Regeneration in Combat	
Chainmail Leggings of Determination	Legs	16	Uncommon	78	+5 Will	
Chainmail Leggings of Determination	Legs	27	Uncommon	131	+8 Will	
Chainmail Leggings of Determination	Legs	29	Uncommon	141	+8 Will	
Chainmail Leggings of Determination	Legs	41	Uncommon	199	+24 Will	
Chainmail Leggings of Determination	Legs	50	Uncommon	243	+14 Will	
Chainmail Leggings of Determination	Legs	50	Uncommon	243	+30 Will	
Chainmail Leggings of Fate	Legs	38	Uncommon	185	+10 Fate, +10 Might	
Chainmail Leggings of Fleetness	Legs	15	Uncommon	73	+4 Agility	
Chainmail Leggings of Fleetness	Legs	29	Uncommon	141	+8 Agility	
Chainmail Leggings of Fleetness	Legs	41	Uncommon	199	+11 Agility	
Chainmail Leggings of Fleetness	Legs	50	Uncommon	243	+30 Agility	
Chainmail Leggings of Might	Legs	38	Uncommon	185	+10 Might	
Chainmail Leggings of Might	Legs	41	Uncommon	199	+11 Might, +11 Will	
Chainmail Leggings of Might	Legs	50	Uncommon	243	+14 Might, +14 Vitality	
Chainmail Leggings of Vigour	Legs	23	Uncommon	112	+6 Vitality	
Chainmail Shoes	Feet	15	Common	28	—	
Chainmail Shoes	Feet	17	Common	32	—	
Chainmail Shoes	Feet	20	Common	37	—	
Chainmail Shoes	Feet	23	Common	43	—	
Chainmail Shoes	Feet	26	Common	49	—	
Chainmail Shoes	Feet	29	Common	54	—	
Chainmail Shoes	Feet	32	Common	60	—	
Chainmail Shoes	Feet	35	Common	65	—	
Chainmail Shoes	Feet	38	Common	71	—	
Chainmail Shoes	Feet	41	Common	77	—	
Chainmail Shoes	Feet	44	Common	82	—	
Chainmail Shoes	Feet	47	Common	88	—	
Chainmail Shoes of Determination	Feet	33	Uncommon	77	+9 Will	
Chainmail Shoes of Fate	Feet	24	Uncommon	56	+7 Fate	
Chainmail Shoes of Fleetness	Feet	16	Uncommon	37	+5 Agility	
Chainmail Shoes of Fleetness	Feet	21	Uncommon	49	+6 Agility	
Chainmail Shoes of Fleetness	Feet	24	Uncommon	56	+7 Agility	
Chainmail Shoes of Fleetness	Feet	30	Uncommon	70	+8 Agility	
Chainmail Shoes of Fleetness	Feet	33	Uncommon	77	+9 Agility	
Chainmail Shoes of Fleetness	Feet	42	Uncommon	98	+26 Agility	
Chainmail Shoes of Fleetness	Feet	49	Uncommon	114	+13 Agility, +13 Vitality	
Chainmail Shoes of Might	Feet	19	Uncommon	44	+5 Might	
Chainmail Shoes of Might	Feet	21	Uncommon	49	+6 Might	
Chainmail Shoes of Might	Feet	45	Uncommon	105	+12 Might	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Chainmail Shoes of Might	Feet	50	Uncommon	117	+14 Might, +14 Agility
Chainmail Shoes of Vigour	Feet	24	Uncommon	56	+7 Vitality
Chainmail Shoes of Vigour	Feet	39	Uncommon	91	+11 Vitality
Chainmail Shoes of Vigour	Feet	45	Uncommon	105	+27 Vitality
Chainmail Shoulder Guards of Determination	Shoulders	31	Uncommon	54	+8 Will
Chainmail Shoulder Guards of Fate	Shoulders	24	Uncommon	42	+7 Fate
Chainmail Shoulder Guards of Fate	Shoulders	26	Uncommon	45	+8 Fate
Chainmail Shoulder Guards of Fate	Shoulders	34	Uncommon	59	+9 Fate
Chainmail Shoulder Guards of Fate	Shoulders	37	Uncommon	65	+10 Fate
Chainmail Shoulder Guards of Fate	Shoulders	49	Uncommon	86	+29 Fate
Chainmail Shoulder Guards of Fate	Shoulders	50	Uncommon	87	+30 Fate
Chainmail Shoulder Guards of Fleetness	Shoulders	31	Uncommon	54	+8 Agility
Chainmail Shoulder Guards of Might	Shoulders	17	Uncommon	30	+5 Might
Chainmail Shoulder Guards of Might	Shoulders	21	Uncommon	37	+6 Might
Chainmail Shoulder Guards of Might	Shoulders	28	Uncommon	49	+8 Might
Chainmail Shoulder Guards of Might	Shoulders	37	Uncommon	65	+10 Might
Chainmail Shoulder Guards of Might	Shoulders	46	Uncommon	80	+12 Might, +12 Agility
Chainmail Shoulder Guards of Might	Shoulders	50	Uncommon	87	+30 Might
Chainmail Shoulder Guards of Vigour	Shoulders	31	Uncommon	54	+8 Vitality
Chainmail Shoulder Guards of Vigour	Shoulders	46	Uncommon	80	+12 Vitality
Chainmail Shoulder Guards of Vigour	Shoulders	49	Uncommon	86	+13 Vitality, +13 Will
Chainmail Shoulder Guards of Vigour	Shoulders	50	Uncommon	87	+14 Vitality, +14 Will
Chainmail Shoulder Pads of Fate	Shoulders	49	Uncommon	86	+29 Fate
Chainmail Shoulder Pads of Fate	Shoulders	50	Uncommon	87	+30 Fate
Chainmail Shoulder Pads of Fleetness	Shoulders	31	Uncommon	54	+8 Agility
Chainmail Shoulder Pads of Fleetness	Shoulders	37	Uncommon	65	+10 Agility
Chainmail Shoulder Pads of Fleetness	Shoulders	46	Uncommon	80	+12 Agility
Chainmail Shoulder Pads of Might	Shoulders	21	Uncommon	37	+6 Might
Chainmail Shoulder Pads of Might	Shoulders	28	Uncommon	49	+8 Might
Chainmail Shoulder Pads of Might	Shoulders	46	Uncommon	80	+27 Might
Chainmail Shoulder Pads of Might	Shoulders	49	Uncommon	86	+13 Might
Chainmail Shoulder Pads of Might	Shoulders	49	Uncommon	86	+29 Might, +13 Will
Chainmail Shoulder Pads of Might	Shoulders	50	Uncommon	87	+14 Might
Chainmail Shoulder Pads of Vigour	Shoulders	15	Uncommon	26	+4 Vitality
Chainmail Shoulder Pads of Vigour	Shoulders	34	Uncommon	59	+9 Vitality
Chainmail Shoulder Pads of Vigour	Shoulders	46	Uncommon	80	+12 Vitality
Chainmail Shoulder Pads of Vigour	Shoulders	50	Uncommon	87	+14 Vitality, +36 Max Power
Chainmail Shoulders of Bree	Shoulders	45	Rare	95	+27 Might, +46 Max Power
Chubb's Helmet	Head	6	Common	6	—
Cliffstriders	Legs	39	Rare	120	+40 Max Power, +24 Agility
Cliffstriders	Feet	42	Rare	62	+26 Agility
Cloak	Back	1	Common	1	—
Cloak	Back	45	Rare	100	+27 Might, +45 Max Morale
Cloak	Back	45	Rare	100	1% Evade Chance, +27 Might
Cloak	Back	45	Rare	100	+4 Stealth Level, 1% Evade Chance
Cloak of Cardolan	Back	12	Uncommon	22	+9 Max Morale
Cloak of Easeful Thought	Back	10	Uncommon	18	+2 Morale Regeneration out of Combat
Cloak of Imladris	Back	50	Rare	111	+50 Max Morale, +30 Might, +14 Will
Cloak of Journey's End	Back	10	Uncommon	18	+2 Morale Regeneration out of Combat
Cloak of Lothlórien	Back	25	Rare	56	+18 Max Morale
Cloak of Moonlight	Back	31	Rare	68	1% Evade Chance
Cloak of Respite	Back	10	Uncommon	18	+2 Morale Regeneration out of Combat
Cloak of Shadows	Back	21	Rare	46	1% Evade Chance
Cloak of the Barrows	Back	21	Uncommon	38	+15 Max Morale
Cloak of the Galadhrim	Back	50	Rare	111	+5 Stealth Level, +14 Fate
Cloak of the Mearas	Back	46	Rare	102	1% Evade Chance, +27 Might
Cloak of the Mountains	Back	35	Rare	78	+21 Might



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Cloak of the Peace-keeper	Back	10	Uncommon	18	+2 Morale Regeneration out of Combat	
Cloak of the Rangers	Back	40	Rare	89	+11 Fate	
Cloak of the Serpent's Hoard	Back	30	Rare	67	+18 Fate, +22 Max Power	
Cloak of the Steward	Back	42	Rare	93	+42 Max Morale	
Cloth Gloves	Hands	1	Common	2	—	
Cloth Gloves	Hands	2	Common	2	—	
Cloth Gloves	Hands	5	Common	6	—	
Cloth Gloves	Hands	8	Common	10	—	
Cloth Gloves	Hands	11	Common	14	—	
Cloth Gloves	Hands	13	Common	16	—	
Cloth Gloves	Hands	15	Common	18	—	
Cloth Gloves	Hands	17	Common	22	—	
Cloth Gloves	Hands	20	Common	25	—	
Cloth Gloves	Hands	23	Common	28	—	
Cloth Gloves	Hands	26	Common	32	—	
Cloth Gloves	Hands	29	Common	36	—	
Cloth Gloves	Hands	32	Common	39	—	
Cloth Gloves	Hands	35	Common	43	—	
Cloth Gloves	Hands	38	Common	46	—	
Cloth Gloves	Hands	41	Common	50	—	
Cloth Gloves	Hands	44	Common	54	—	
Cloth Gloves	Hands	47	Common	57	—	
Cloth Hat	Head	1	Common	1	—	
Cloth Hat	Head	1	Uncommon	1	—	
Cloth Hat	Head	2	Common	2	—	
Cloth Hat	Head	3	Common	2	—	
Cloth Hat	Head	5	Common	4	—	
Cloth Hat	Head	8	Common	6	—	
Cloth Hat	Head	11	Common	8	—	
Cloth Hat	Head	15	Common	11	—	
Cloth Hat	Head	17	Common	13	—	
Cloth Hat	Head	20	Common	14	—	
Cloth Hat	Head	23	Common	17	—	
Cloth Hat	Head	26	Common	19	—	
Cloth Hat	Head	29	Common	22	—	
Cloth Hat	Head	32	Common	23	—	
Cloth Hat	Head	35	Common	26	—	
Cloth Hat	Head	38	Common	28	—	
Cloth Hat	Head	41	Common	30	—	
Cloth Hat	Head	44	Common	33	—	
Cloth Hat	Head	47	Common	34	—	
Cloth Hat of Determination	Head	34	Uncommon	32	+9 Will	
Cloth Hat of Fate	Head	38	Uncommon	35	+10 Fate	
Cloth Hat of Fate	Head	44	Uncommon	41	+12 Fate	
Cloth Hat of Fleetness	Head	23	Uncommon	21	+6 Agility	
Cloth Hat of Fleetness	Head	50	Uncommon	46	+14 Agility, +14 Fate	
Cloth Hat of Rallying	Head	20	Uncommon	18	1% Healing Bonus	
Cloth Hat of Rallying	Head	25	Uncommon	23	1% Healing Bonus	
Cloth Hat of Rallying	Head	30	Uncommon	27	1% Healing Bonus	
Cloth Hat of Rallying	Head	46	Uncommon	42	1% Healing Bonus	
Cloth Hat of Vigour	Head	22	Uncommon	20	+6 Vitality	
Cloth Hood	Head	4	Common	2	—	
Cloth Jacket of Determination	Chest	50	Uncommon	154	+14 Will, +36 Max Power	
Cloth Robe	Chest	2	Common	5	—	
Cloth Robe	Chest	5	Common	13	—	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Cloth Robe	Chest	8	Common	20	—
Cloth Robe	Chest	11	Common	27	—
Cloth Robe	Chest	13	Common	32	—
Cloth Robe	Chest	15	Common	37	—
Cloth Robe	Chest	17	Common	42	—
Cloth Robe	Chest	20	Common	49	—
Cloth Robe	Chest	23	Common	57	—
Cloth Robe	Chest	26	Common	64	—
Cloth Robe	Chest	29	Common	71	—
Cloth Robe	Chest	32	Common	78	—
Cloth Robe	Chest	35	Common	86	—
Cloth Robe	Chest	38	Common	93	—
Cloth Robe	Chest	41	Common	100	—
Cloth Robe	Chest	44	Common	108	—
Cloth Robe	Chest	47	Common	115	—
Cloth Shirt	Chest	1	Common	2	—
Cloth Shoes	Feet	1	Common	2	—
Cloth Shoulder Pads	Shoulders	1	Common	1	—
Cloth Shoulder Pads	Shoulders	1	Uncommon	1	—
Cloth Shoulder Pads of Determination	Shoulders	21	Uncommon	19	+6 Will
Cloth Shoulder Pads of Determination	Shoulders	34	Uncommon	32	+9 Will
Cloth Shoulder Pads of Determination	Shoulders	43	Uncommon	40	+12 Will
Cloth Shoulder Pads of Determination	Shoulders	46	Uncommon	42	+12 Will
Cloth Shoulder Pads of Fate	Shoulders	16	Uncommon	15	+5 Fate
Cloth Shoulder Pads of Fate	Shoulders	18	Uncommon	17	+5 Fate
Cloth Shoulder Pads of Fate	Shoulders	26	Uncommon	24	+8 Fate
Cloth Shoulder Pads of Fate	Shoulders	28	Uncommon	26	+8 Fate
Cloth Shoulder Pads of Fate	Shoulders	34	Uncommon	32	+9 Fate
Cloth Shoulder Pads of Fate	Shoulders	40	Uncommon	37	+11 Fate
Cloth Shoulder Pads of Fate	Shoulders	43	Uncommon	40	+12 Fate
Cloth Shoulder Pads of Fleetness	Shoulders	18	Uncommon	17	+5 Agility
Cloth Shoulder Pads of Fleetness	Shoulders	37	Uncommon	34	+10 Agility
Cloth Shoulder Pads of Fleetness	Shoulders	40	Uncommon	37	+11 Agility
Cloth Shoulder Pads of Fleetness	Shoulders	43	Uncommon	40	+12 Agility
Cloth Shoulder Pads of Fleetness	Shoulders	46	Uncommon	42	+12 Agility
Cloth Shoulder Pads of Might	Shoulders	16	Uncommon	15	+5 Might
Cloth Shoulder Pads of Might	Shoulders	24	Uncommon	22	+7 Might
Cloth Shoulder Pads of Might	Shoulders	37	Uncommon	34	+10 Might
Cloth Shoulder Pads of Might	Shoulders	40	Uncommon	37	+11 Might
Cloth Shoulder Pads of Might	Shoulders	46	Uncommon	42	+12 Might
Cloth Shoulder Pads of Vigour	Shoulders	16	Uncommon	15	+5 Vitality
Cloth Shoulder Pads of Vigour	Shoulders	18	Uncommon	17	+5 Vitality
Cloth Shoulder Pads of Vigour	Shoulders	24	Uncommon	22	+7 Vitality
Cloth Shoulder Pads of Vigour	Shoulders	26	Uncommon	24	+8 Vitality
Cloth Shoulder Pads of Vigour	Shoulders	28	Uncommon	26	+8 Vitality
Cloth Shoulder Pads of Vigour	Shoulders	34	Uncommon	32	+9 Vitality
Cloth Shoulder Pads of Vigour	Shoulders	46	Uncommon	42	+12 Vitality
Cloth Trousers	Legs	1	Common	2	—
Cloth Trousers	Legs	2	Common	2	—
Cloth Vest	Chest	1	Common	2	—
Cloth Vest	Chest	2	Common	2	—
Cloth Vest of Vigour	Chest	50	Uncommon	154	+30 Vitality, +36 Max Power
Cloudmantle	Back	50	Rare	111	+30 Might, +30 Fate
Coldbane	Back	50	Rare	111	+30 Might, +51 Max Power
Conical Hat of Peace	Head	46	Uncommon	42	+2.5 Morale Regeneration out of Combat, +33 Max Morale
Constable's Feathered Hat	Head	17	Common	13	—



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Constable's Jacket	Chest	12	Uncommon	52	+4 Will
Corunir's Robe	Chest	45	Rare	167	+27 Might, +12 Vitality, +5 Agility, 3% Wound Resistance
Coruthor	Head	30	Rare	15	+18 Vitality
Cotton Armour	Chest	24	Uncommon	73	+7 Agility
Cotton Cap	Head	24	Uncommon	22	+17 Max Morale
Cotton Gloves	Hands	24	Uncommon	37	+34 Morale Regeneration in Combat
Cotton Leggings	Legs	24	Uncommon	61	+18 Max Power
Cotton Shoes	Feet	24	Uncommon	29	+7 Vitality
Cotton Shoulder Guards	Shoulders	24	Uncommon	22	+7 Fate
Cowl	Head	2	Common	2	—
Cowl	Head	5	Common	4	—
Cowl	Head	8	Common	6	—
Cowl	Head	11	Common	8	—
Cowl	Head	15	Common	11	—
Cowl	Head	17	Common	13	—
Cowl	Head	20	Common	14	—
Cowl	Head	23	Common	17	—
Cowl	Head	26	Common	19	—
Cowl	Head	29	Common	22	—
Cowl	Head	32	Common	23	—
Cowl	Head	35	Common	26	—
Cowl	Head	38	Common	28	—
Cowl	Head	41	Common	30	—
Cowl	Head	44	Common	33	—
Cowl	Head	47	Common	34	—
Cowl of Determination	Head	32	Uncommon	29	+9 Will
Cowl of Fate	Head	25	Uncommon	23	+7 Fate
Crafted Armour	Chest	21	Uncommon	122	+6 Might
Crafted Boots	Feet	21	Uncommon	49	+6 Vitality
Crafted Gloves	Hands	21	Uncommon	61	1% Healing Bonus
Crafted Helm	Head	21	Uncommon	37	+6 Might
Crafted Leggings	Legs	21	Uncommon	102	+6 Vitality
Crafted Shoulder Guards	Shoulders	21	Uncommon	37	+16 Max Power
Crawler-hide Coat	Chest	45	Rare	236	+27 Might, +12 Agility, +27 Will, 3% Wound Resistance
Cuchar	Head	50	Rare	105	+30 Vitality, +50 Max Morale
Cuilhar	Clothing	35	Uncommon	32	+2.5 Morale Regeneration out of Combat, +7 Will
Cuilthol	Clothing	40	Rare	44	+28 Max Morale, +2.5 Morale Regeneration out of Combat
Cuinthorn Cape	Back	43	Uncommon	79	+43 Max Morale, +31 Max Power
Cuinthorn's Shoulder Pads	Shoulders	42	Rare	66	+12 Might, +12 Vitality, +12 Will
Cuirass of Baldor	Chest	24	Rare	126	—
Cuirass of Barahir	Chest	47	Rare	246	+29 Will, +13 Vitality, +34 Max Power
Cuirass of Dragonscale	Chest	33	Rare	173	3% Wound Resistance
Cuirass of Edoras	Chest	30	Rare	111	—
Cuirass of Erebor	Chest	44	Rare	163	3% Wound Resistance, +27 Will
Cuirass of Khazad-dum	Chest	40	Rare	148	+29 Max Power, +24 Vitality
Cuirass of Lossarnach	Chest	20	Rare	104	3% Wound Resistance
Cuirass of Meduseld	Chest	12	Rare	63	+8 Vitality
Cuirass of Mirkwood	Chest	49	Rare	181	+50 Max Power, +29 Vitality, +13 Will
Cuirass of Moonlight	Chest	47	Rare	174	+29 Will, +13 Fate
Cuirass of Moria	Chest	30	Rare	157	+31 Max Power
Cuirass of Tharbad	Chest	22	Rare	115	+6 Vitality
Cuirass of the Crossroads	Chest	23	Rare	85	+14 Will
Cuirass of the Mark	Chest	17	Rare	89	+11 Will
Cuirass of the Mark	Chest	36	Rare	133	+21 Will, +9 Vitality
Cuirass of the Northlands	Chest	27	Rare	100	+17 Vitality
Cuirass of the Shirriff	Chest	12	Rare	44	3% Wound Resistance

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Cuirass of the Stars	Chest	41	Rare	214	+30 Max Power
Cuirass of Tuckborough	Chest	16	Rare	59	+12 Max Power
Curugarab	Head	44	Uncommon	41	+5 Vitality, +27 Will, 3% Fear Resistance
Cururanc	Clothing	40	Rare	63	+24 Might, +11 Agility
Cutleaf's Boots	Feet	10	Common	14	—
Cutleaf's Cloak	Back	8	Uncommon	14	+3 Will
Cutleaf's Gloves	Hands	10	Common	13	—
Cutleaf's Vest	Chest	10	Uncommon	31	+3 Fate
Cyrymaib	Hands	12	Uncommon	19	+4 Might
Daegmund's Gauntlets	Hands	10	Common	18	—
Daegmund's Gloves	Hands	10	Common	13	—
Daerinn	Head	50	Rare	55	+50 Max Morale, +30 Will
Daervunn's Hooded Cloak	Back	32	Uncommon	59	+24 Max Power
Daervunn's Shoulder Guards	Shoulders	32	Uncommon	29	+9 Will, +24 Max Power
Dagoras' Gloves	Hands	27	Uncommon	79	+8 Fate
Dagoras' Leggings	Legs	21	Uncommon	54	+6 Agility
Dagoras' Leggings	Legs	26	Uncommon	126	+19 Max Power
Dagoras' Shoes	Feet	27	Uncommon	33	+8 Agility
Dagorcham	Chest	18	Uncommon	56	+5 Might
Dagorcham	Chest	35	Rare	130	+21 Vitality, +9 Will
Dalewarden	Chest	34	Rare	239	+21 Might, +9 Fate
Dannasen's Breastplate	Chest	35	Rare	246	3% Wound Resistance, +9 Vitality
Dannasen's Duty	Back	35	Rare	78	+9 Might, +9 Agility
Dannasen's Jacket	Chest	35	Rare	183	+21 Vitality, +26 Max Power
Dannasen's Shirt	Chest	35	Rare	130	+21 Will, +9 Vitality
Dark Boots of the Wanderer	Feet	47	Rare	132	+29 Agility, +48 Max Power
Dark-threaded Cape	Clothing	46	Rare	102	+12 Might, +5 Will, +12 Fate
Dark-wool Cloak	Clothing	40	Rare	89	+28 Max Morale, +29 Max Power
Deep-delvers	Shoulders	42	Rare	66	+12 Will, +12 Fate, 2% Wound Resistance
Deftfingers	Hands	50	Rare	93	+30 Agility, +14 Fate
Deft Gloves	Hands	33	Uncommon	51	1% Healing Bonus
Derdail	Feet	30	Rare	63	+18 Vitality, +8 Agility
Dermaib	Hands	42	Rare	77	+59 Morale Regeneration in Combat, 1% Healing Bonus, +12 Vitality
Derndail	Feet	50	Rare	75	+30 Agility, +14 Might, +51 Max Power
Derndail	Legs	50	Rare	157	+30 Agility, +14 Fate, +14 Might
Digweed's Hat	Head	27	Rare	30	3% Fear Resistance
Diplomat Leggings	Legs	25	Uncommon	64	70% Morale Regeneration in Combat
Diplomat's Cloak	Back	25	Uncommon	46	+18 Max Morale
Dolamath	Head	50	Incomparable	87	+50 Max Morale, +30 Will, +30 Vitality
Dolengyl's Helmet	Head	5	Common	6	—
Dolengyl's Trousers	Legs	5	Common	10	—
Dolg-klath	Chest	28	Rare	104	+8 Vitality, +8 Will
Domed Helmet	Head	1	Uncommon	2	—
Domed Helmet	Head	27	Uncommon	47	+19 Max Morale
Domed Helmet	Head	41	Common	57	—
Domed Helmet	Head	44	Common	62	—
Domed Helmet	Head	47	Common	66	—
Domed Helm of Might	Head	15	Uncommon	26	+4 Might
Domed Helm of Might	Head	34	Uncommon	59	+9 Might
Domed Helm of Vigour	Head	26	Uncommon	45	+8 Vitality
Dorcham	Chest	50	Rare	351	+30 Vitality, +5 Fate, +36 Max Power
Dori's Defenders	Hands	30	Rare	105	+42 Morale Regeneration in Combat, +18 Might
Dorlanc	Head	50	Rare	78	+5 Morale Regeneration out of Combat, +50 Max Morale
Dourlily's Helmet	Head	18	Uncommon	31	+5 Fate
Dragon-scale Boots	Feet	50	Incomparable	156	+30 Vitality, +30 Agility, +14 Might
Dragon-scale Breastplate	Chest	50	Incomparable	390	+30 Might, +30 Vitality



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dragon-scale Gloves	Hands	50	Incomparable	195	+30 Might, +50 Max Morale, +14 Vitality
Dragon-scale Helm	Head	50	Incomparable	117	2% Healing Bonus, +50 Max Morale, +14 Vitality
Dragon-scale Leggings	Legs	50	Incomparable	325	+30 Agility, +2 Morale Regeneration in Combat, +14 Might
Dragon-scale Shoulders	Shoulders	50	Incomparable	117	+30 Might, 2% Wound Resistance, +14 Vitality
Drake-fells	Shoulders	50	Rare	78	+30 Might, +90 Max Power, +15 Agility
Drake-hunter's Gauntlets	Hands	34	Rare	63	+21 Agility
Drake-hunter's Shoulders	Shoulders	34	Rare	72	+9 Vitality, 2% Wound Resistance
Drakeskin Cuirass	Chest	40	Uncommon	123	+11 Vitality, +11 Will
Drakeslayer's Cuirass	Chest	40	Rare	148	+24 Vitality, +24 Will
Drake Wing Vest	Chest	34	Rare	126	+21 Vitality, +25 Max Power
Drake Wing Jacket	Chest	34	Rare	178	+21 Vitality, +25 Max Power
Drake Wing Mail	Chest	34	Rare	239	+21 Vitality, +25 Max Power
Dringagur	Chest	50	Rare	185	+51 Max Power, +30 Vitality
Dudhrainc	Shoulders	50	Rare	105	+51 Max Power, +14 Will, +14 Fate
Dunfailf	Hands	50	Rare	131	+30 Agility, +36 Max Power, +14 Fate
Dunhidh	Head	50	Rare	55	+5 Morale Regeneration out of Combat, +30 Will, +35 Max Morale
Dwalin's Leggings	Legs	7	Common	21	—
Dwalin's Short Robe	Chest	7	Common	18	—
Dwarf Boots of Thorin's Hall	Feet	45	Rare	127	+27 Agility, +12 Might
Dwarf Cloth Jacket of Fate	Chest	47	Uncommon	144	+13 Fate
Dwarf Cloth Jacket of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Might
Dwarf Cloth Shoulder Pads	Shoulders	1	Common	1	—
Dwarf Cloth Shoulder Pads	Shoulders	2	Common	2	—
Dwarf Cloth Shoulder Pads	Shoulders	5	Common	3	—
Dwarf Cloth Shoulder Pads	Shoulders	8	Common	6	—
Dwarf Cloth Shoulder Pads	Shoulders	11	Common	9	—
Dwarf Cloth Shoulder Pads	Shoulders	15	Common	10	—
Dwarf Cloth Shoulder Pads	Shoulders	17	Common	13	—
Dwarf Cloth Shoulder Pads	Shoulders	20	Common	15	—
Dwarf Cloth Shoulder Pads	Shoulders	23	Common	17	—
Dwarf Cloth Shoulder Pads	Shoulders	26	Common	19	—
Dwarf Cloth Shoulder Pads	Shoulders	29	Common	22	—
Dwarf Cloth Shoulder Pads	Shoulders	32	Common	23	—
Dwarf Cloth Shoulder Pads	Shoulders	35	Common	26	—
Dwarf Cloth Shoulder Pads	Shoulders	38	Common	28	—
Dwarf Cloth Shoulder Pads	Shoulders	41	Common	30	—
Dwarf Cloth Shoulder Pads	Shoulders	44	Common	33	—
Dwarf Cloth Shoulder Pads	Shoulders	47	Common	34	—
Dwarf Cloth Shoulder Pads of Determination	Shoulders	17	Uncommon	16	+5 Will
Dwarf Cloth Shoulder Pads of Determination	Shoulders	18	Uncommon	17	+5 Will
Dwarf Cloth Shoulder Pads of Determination	Shoulders	19	Uncommon	17	+5 Will
Dwarf Cloth Shoulder Pads of Determination	Shoulders	28	Uncommon	26	+8 Will
Dwarf Cloth Shoulder Pads of Determination	Shoulders	40	Uncommon	37	+11 Will
Dwarf Cloth Shoulder Pads of Determination	Shoulders	40	Uncommon	37	+11 Will, +11 Vitality
Dwarf Cloth Shoulder Pads of Determination	Shoulders	46	Uncommon	42	+12 Will
Dwarf Cloth Shoulder Pads of Fate	Shoulders	26	Uncommon	24	+8 Fate
Dwarf Cloth Shoulder Pads of Fate	Shoulders	43	Uncommon	40	+12 Fate
Dwarf Cloth Shoulder Pads of Fate	Shoulders	46	Uncommon	42	+27 Fate, +12 Might
Dwarf Cloth Shoulder Pads of Fleetness	Shoulders	19	Uncommon	17	+5 Agility
Dwarf Cloth Shoulder Pads of Fleetness	Shoulders	21	Uncommon	19	+6 Agility
Dwarf Cloth Shoulder Pads of Fleetness	Shoulders	26	Uncommon	24	+8 Agility
Dwarf Cloth Shoulder Pads of Fleetness	Shoulders	37	Uncommon	34	+10 Agility
Dwarf Cloth Shoulder Pads of Fleetness	Shoulders	46	Uncommon	42	+12 Agility
Dwarf Cloth Shoulder Pads of Might	Shoulders	16	Uncommon	15	+5 Might
Dwarf Cloth Shoulder Pads of Might	Shoulders	21	Uncommon	19	+6 Might
Dwarf Cloth Shoulder Pads of Might	Shoulders	24	Uncommon	22	+7 Might

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Cloth Shoulder Pads of Might	Shoulders	28	Uncommon	26	+8 Might
Dwarf Cloth Shoulder Pads of Might	Shoulders	37	Uncommon	34	+10 Might
Dwarf Cloth Shoulder Pads of Might	Shoulders	43	Uncommon	40	+12 Might
Dwarf Cloth Shoulder Pads of Might	Shoulders	43	Uncommon	40	+12 Might, +12 Will
Dwarf Cloth Shoulder Pads of Might	Shoulders	43	Uncommon	40	+26 Might
Dwarf Cloth Shoulder Pads of Vigour	Shoulders	17	Uncommon	16	+5 Vitality
Dwarf Cloth Shoulder Pads of Vigour	Shoulders	24	Uncommon	22	+7 Vitality
Dwarf Cloth Shoulder Pads of Vigour	Shoulders	26	Uncommon	24	+8 Vitality
Dwarf Cloth Shoulder Pads of Vigour	Shoulders	34	Uncommon	32	+9 Vitality
Dwarf Cloth Shoulder Pads of Vigour	Shoulders	40	Uncommon	37	+11 Vitality
Dwarf Cloth Vest of Might	Chest	47	Uncommon	144	+13 Might
Dwarf Cloth Vest of Might	Chest	50	Uncommon	154	+30 Might
Dwarf Domed Helm of Determination	Head	28	Uncommon	49	+8 Agility
Dwarf Domed Helm of Determination	Head	31	Uncommon	54	+8 Will
Dwarf Domed Helm of Vigour	Head	19	Uncommon	33	+5 Vitality
Dwarf Flared Helm of Fleetness	Head	26	Uncommon	45	+8 Might
Dwarf Fur Helm of Fleetness	Head	44	Uncommon	57	+12 Agility
Dwarf Fur Helm of Might	Head	25	Uncommon	33	+7 Might
Dwarf Fur Helm of Vigour	Head	34	Uncommon	44	+9 Vitality
Dwarf Gauntlets of Thorin's Hall	Hands	45	Rare	158	+27 Agility, +45 Max Morale
Dwarf Heavy Helm of Might	Head	43	Uncommon	75	+12 Might
Dwarf-Iron Armour	Chest	34	Uncommon	198	+25 Max Power
Dwarf-Iron Boots	Feet	34	Uncommon	79	+9 Agility
Dwarf-Iron Gloves	Hands	34	Uncommon	99	+24 Max Morale
Dwarf-Iron Helm	Head	34	Uncommon	59	+9 Might
Dwarf-Iron Leggings	Legs	34	Uncommon	165	+9 Might
Dwarf-Iron Shoulder Guards	Shoulders	34	Uncommon	59	+9 Agility
Dwarf Jacket of Thorin's Hall	Chest	45	Rare	316	+12 Vitality
Dwarf Leather Boots	Feet	1	Common	2	—
Dwarf Leather Boots	Feet	2	Common	3	—
Dwarf Leather Boots	Feet	5	Common	7	—
Dwarf Leather Boots	Feet	8	Common	11	—
Dwarf Leather Boots	Feet	11	Common	15	—
Dwarf Leather Boots	Feet	15	Common	22	—
Dwarf Leather Boots	Feet	17	Common	24	—
Dwarf Leather Boots	Feet	20	Common	28	—
Dwarf Leather Boots	Feet	23	Common	32	—
Dwarf Leather Boots	Feet	26	Common	36	—
Dwarf Leather Boots	Feet	29	Common	40	—
Dwarf Leather Boots	Feet	32	Common	45	—
Dwarf Leather Boots	Feet	35	Common	49	—
Dwarf Leather Boots	Feet	38	Common	53	—
Dwarf Leather Boots	Feet	41	Common	57	—
Dwarf Leather Boots	Feet	44	Common	61	—
Dwarf Leather Boots	Feet	47	Common	65	—
Dwarf Leather Boots of Determination	Feet	17	Uncommon	30	+5 Will
Dwarf Leather Boots of Determination	Feet	46	Uncommon	80	+12 Will, +12 Vitality
Dwarf Leather Boots of Fate	Feet	23	Uncommon	40	+6 Fate
Dwarf Leather Boots of Fleetness	Feet	20	Uncommon	35	+5 Agility
Dwarf Leather Boots of Fleetness	Feet	23	Uncommon	40	+6 Agility
Dwarf Leather Boots of Fleetness	Feet	30	Uncommon	52	+8 Agility
Dwarf Leather Boots of Fleetness	Feet	46	Uncommon	80	+12 Agility
Dwarf Leather Boots of Fleetness	Feet	50	Uncommon	86	+14 Agility, +36 Max Power
Dwarf Leather Boots of Might	Feet	25	Uncommon	43	+7 Might
Dwarf Leather Boots of Might	Feet	50	Uncommon	86	+14 Might
Dwarf Leather Boots of Vigour	Feet	20	Uncommon	35	+5 Vitality



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Dwarf Leather Boots of Vigour	Feet	25	Uncommon	43	+7 Vitality	
Dwarf Leather Boots of Vigour	Feet	30	Uncommon	52	+8 Vitality	
Dwarf Leather Boots of Vigour	Feet	33	Uncommon	57	+20 Vitality	
Dwarf Leather Boots of Vigour	Feet	39	Uncommon	68	+11 Vitality	
Dwarf Leather Boots of Vigour	Feet	39	Uncommon	68	+24 Vitality	
Dwarf Leather Boots of Vigour	Feet	46	Uncommon	80	+12 Vitality	
Dwarf Leather Boots of Vigour	Feet	46	Uncommon	80	+27 Vitality	
Dwarf Leather Boots of Vigour	Feet	50	Uncommon	86	+14 Vitality	
Dwarf Leather Boots of Vigour	Feet	50	Uncommon	86	+14 Vitality, +14 Fate	
Dwarf Leather Gauntlets	Hands	1	Common	2	—	
Dwarf Leather Gauntlets	Hands	2	Common	3	—	
Dwarf Leather Gauntlets	Hands	5	Common	10	—	
Dwarf Leather Gauntlets	Hands	8	Common	14	—	
Dwarf Leather Gauntlets	Hands	11	Common	19	—	
Dwarf Leather Gauntlets	Hands	15	Common	26	—	
Dwarf Leather Gauntlets	Hands	17	Common	30	—	
Dwarf Leather Gauntlets	Hands	20	Common	34	—	
Dwarf Leather Gauntlets	Hands	23	Common	40	—	
Dwarf Leather Gauntlets	Hands	26	Common	45	—	
Dwarf Leather Gauntlets	Hands	29	Common	50	—	
Dwarf Leather Gauntlets	Hands	32	Common	56	—	
Dwarf Leather Gauntlets	Hands	35	Common	61	—	
Dwarf Leather Gauntlets	Hands	38	Common	66	—	
Dwarf Leather Gauntlets	Hands	41	Common	71	—	
Dwarf Leather Gauntlets	Hands	44	Common	76	—	
Dwarf Leather Gauntlets	Hands	47	Common	82	—	
Dwarf Leather Gauntlets of Courage	Hands	25	Uncommon	55	+35 Morale Regeneration in Combat	
Dwarf Leather Gauntlets of Courage	Hands	39	Uncommon	85	+78 Morale Regeneration in Combat	
Dwarf Leather Gauntlets of Courage	Hands	43	Uncommon	94	+86 Morale Regeneration in Combat	
Dwarf Leather Gauntlets of Courage	Hands	46	Uncommon	100	+92 Morale Regeneration in Combat	
Dwarf Leather Gauntlets of Courage	Hands	50	Uncommon	109	+1 Morale Regeneration in Combat, +14 Might	
Dwarf Leather Gauntlets of Determination	Hands	20	Uncommon	43	+5 Will	
Dwarf Leather Gauntlets of Fate	Hands	17	Uncommon	37	+5 Fate	
Dwarf Leather Gauntlets of Fate	Hands	30	Uncommon	65	+8 Fate	
Dwarf Leather Gauntlets of Fate	Hands	46	Uncommon	100	+12 Fate	
Dwarf Leather Gauntlets of Fleetness	Hands	20	Uncommon	43	+5 Agility	
Dwarf Leather Gauntlets of Fleetness	Hands	23	Uncommon	50	+6 Agility	
Dwarf Leather Gauntlets of Fleetness	Hands	30	Uncommon	65	+8 Agility	
Dwarf Leather Gauntlets of Fleetness	Hands	33	Uncommon	71	+9 Agility	
Dwarf Leather Gauntlets of Fleetness	Hands	39	Uncommon	85	+24 Agility	
Dwarf Leather Gauntlets of Fleetness	Hands	43	Uncommon	94	+12 Agility, +12 Might	
Dwarf Leather Gauntlets of Fleetness	Hands	46	Uncommon	100	+27 Agility	
Dwarf Leather Gauntlets of Might	Hands	23	Uncommon	50	+6 Might	
Dwarf Leather Gauntlets of Might	Hands	25	Uncommon	55	+7 Might	
Dwarf Leather Gauntlets of Might	Hands	39	Uncommon	85	+11 Might	
Dwarf Leather Gauntlets of Might	Hands	43	Uncommon	94	+26 Might	
Dwarf Leather Gauntlets of Might	Hands	50	Uncommon	109	+14 Might	
Dwarf Leather Gauntlets of Rallying	Hands	23	Uncommon	50	1% Healing Bonus	
Dwarf Leather Gauntlets of Rallying	Hands	39	Uncommon	85	1% Healing Bonus	
Dwarf Leather Gauntlets of Rallying	Hands	50	Uncommon	109	1% Healing Bonus	
Dwarf Leather Gauntlets of Vigour	Hands	17	Uncommon	37	+5 Vitality	
Dwarf Leather Gauntlets of Vigour	Hands	25	Uncommon	55	+7 Vitality	
Dwarf Leather Gauntlets of Vigour	Hands	33	Uncommon	71	+9 Vitality	
Dwarf Leather Gauntlets of Vigour	Hands	43	Uncommon	94	+12 Vitality	
Dwarf Leather Gloves	Hands	1	Common	2	—	
Dwarf Leather Gloves	Hands	2	Common	3	—	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Leather Gloves	Hands	5	Common	10	—
Dwarf Leather Gloves	Hands	8	Common	14	—
Dwarf Leather Gloves	Hands	11	Common	19	—
Dwarf Leather Gloves	Hands	15	Common	26	—
Dwarf Leather Gloves	Hands	17	Common	30	—
Dwarf Leather Gloves	Hands	20	Common	34	—
Dwarf Leather Gloves	Hands	23	Common	40	—
Dwarf Leather Gloves	Hands	26	Common	45	—
Dwarf Leather Gloves	Hands	29	Common	50	—
Dwarf Leather Gloves	Hands	32	Common	56	—
Dwarf Leather Gloves	Hands	35	Common	61	—
Dwarf Leather Gloves	Hands	38	Common	66	—
Dwarf Leather Gloves	Hands	41	Common	71	—
Dwarf Leather Gloves	Hands	43	Uncommon	94	+0.86 Morale Regeneration in Combat
Dwarf Leather Gloves	Hands	44	Common	76	—
Dwarf Leather Gloves	Hands	47	Common	82	—
Dwarf Leather Gloves of Courage	Hands	20	Uncommon	43	+0.28 Morale Regeneration in Combat
Dwarf Leather Gloves of Courage	Hands	30	Uncommon	65	+0.42 Morale Regeneration in Combat
Dwarf Leather Gloves of Courage	Hands	33	Uncommon	71	+0.46 Morale Regeneration in Combat
Dwarf Leather Gloves of Courage	Hands	43	Uncommon	94	+0.86 Morale Regeneration in Combat
Dwarf Leather Gloves of Courage	Hands	50	Uncommon	109	+1 Morale Regeneration in Combat
Dwarf Leather Gloves of Determination	Hands	30	Uncommon	65	+8 Will
Dwarf Leather Gloves of Determination	Hands	43	Uncommon	94	+12 Will
Dwarf Leather Gloves of Fate	Hands	17	Uncommon	37	+5 Fate
Dwarf Leather Gloves of Fate	Hands	20	Uncommon	43	+5 Fate
Dwarf Leather Gloves of Fate	Hands	25	Uncommon	55	+7 Fate
Dwarf Leather Gloves of Fate	Hands	33	Uncommon	71	+9 Fate
Dwarf Leather Gloves of Fleetness	Hands	23	Uncommon	50	+6 Agility
Dwarf Leather Gloves of Fleetness	Hands	25	Uncommon	55	+7 Agility
Dwarf Leather Gloves of Fleetness	Hands	46	Uncommon	100	+27 Agility
Dwarf Leather Gloves of Fleetness	Hands	50	Uncommon	109	+30 Agility, +14 Fate
Dwarf Leather Gloves of Might	Hands	39	Uncommon	85	+24 Might
Dwarf Leather Gloves of Might	Hands	46	Uncommon	100	+12 Might
Dwarf Leather Gloves of Might	Hands	50	Uncommon	109	+30 Might
Dwarf Leather Gloves of Might	Hands	50	Uncommon	109	+30 Might, +14 Fate
Dwarf Leather Gloves of Rallying	Hands	25	Uncommon	55	1% Healing Bonus
Dwarf Leather Gloves of Rallying	Hands	43	Uncommon	94	2% Healing Bonus
Dwarf Leather Gloves of Vigour	Hands	23	Uncommon	50	+6 Vitality
Dwarf Leather Gloves of Vigour	Hands	30	Uncommon	65	+8 Vitality
Dwarf Leather Gloves of Vigour	Hands	33	Uncommon	71	+9 Vitality
Dwarf Leather Jacket	Chest	1	Common	3	—
Dwarf Leather Jacket	Chest	2	Common	7	—
Dwarf Leather Jacket	Chest	5	Common	18	—
Dwarf Leather Jacket	Chest	8	Common	28	—
Dwarf Leather Jacket	Chest	11	Common	38	—
Dwarf Leather Jacket	Chest	15	Common	52	—
Dwarf Leather Jacket	Chest	17	Common	59	—
Dwarf Leather Jacket	Chest	20	Common	69	—
Dwarf Leather Jacket	Chest	23	Common	80	—
Dwarf Leather Jacket	Chest	26	Common	90	—
Dwarf Leather Jacket	Chest	29	Common	101	—
Dwarf Leather Jacket	Chest	32	Common	111	—
Dwarf Leather Jacket	Chest	35	Common	122	—
Dwarf Leather Jacket	Chest	38	Common	132	—
Dwarf Leather Jacket	Chest	41	Common	142	—
Dwarf Leather Jacket	Chest	42	Uncommon	183	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Leather Jacket	Chest	44	Common	153	—
Dwarf Leather Jacket	Chest	47	Common	163	—
Dwarf Leather Jacket of Determination	Chest	24	Uncommon	105	+7 Will
Dwarf Leather Jacket of Determination	Chest	29	Uncommon	126	+8 Will
Dwarf Leather Jacket of Determination	Chest	32	Uncommon	139	+9 Will
Dwarf Leather Jacket of Determination	Chest	38	Uncommon	165	+23 Will
Dwarf Leather Jacket of Determination	Chest	42	Uncommon	183	+26 Will
Dwarf Leather Jacket of Determination	Chest	49	Uncommon	213	+29 Will
Dwarf Leather Jacket of Determination	Chest	50	Uncommon	217	+30 Will
Dwarf Leather Jacket of Fate	Chest	22	Uncommon	95	+6 Fate
Dwarf Leather Jacket of Fleetness	Chest	18	Uncommon	79	+5 Agility
Dwarf Leather Jacket of Fleetness	Chest	21	Uncommon	91	+6 Agility
Dwarf Leather Jacket of Fleetness	Chest	27	Uncommon	117	+8 Agility
Dwarf Leather Jacket of Fleetness	Chest	29	Uncommon	126	+8 Agility
Dwarf Leather Jacket of Fleetness	Chest	32	Uncommon	139	+9 Agility
Dwarf Leather Jacket of Might	Chest	21	Uncommon	91	+6 Might
Dwarf Leather Jacket of Might	Chest	24	Uncommon	105	+7 Might
Dwarf Leather Jacket of Might	Chest	38	Uncommon	165	+10 Might
Dwarf Leather Jacket of Might	Chest	38	Uncommon	165	+23 Might
Dwarf Leather Jacket of Might	Chest	42	Uncommon	183	+12 Might, +12 Will
Dwarf Leather Jacket of Might	Chest	42	Uncommon	183	+26 Might
Dwarf Leather Jacket of Might	Chest	48	Uncommon	208	+13 Might, +13 Will
Dwarf Leather Jacket of Might	Chest	48	Uncommon	208	+29 Might
Dwarf Leather Jacket of Might	Chest	49	Uncommon	213	+29 Might
Dwarf Leather Jacket of Vigour	Chest	18	Uncommon	79	+5 Vitality
Dwarf Leather Jacket of Vigour	Chest	22	Uncommon	95	+6 Vitality
Dwarf Leather Jacket of Vigour	Chest	24	Uncommon	105	+7 Vitality
Dwarf Leather Jacket of Vigour	Chest	45	Uncommon	196	+12 Vitality
Dwarf Leather Jacket of Vigour	Chest	45	Uncommon	196	+27 Vitality
Dwarf Leather Jacket of Vigour	Chest	49	Uncommon	213	+13 Vitality
Dwarf Leather Jacket of Vigour	Chest	50	Uncommon	217	+14 Vitality
Dwarf Leather Jacket of Vigour	Chest	50	Uncommon	217	+30 Vitality, +14 Agility
Dwarf Leather Leggings	Legs	1	Common	3	—
Dwarf Leather Leggings	Legs	2	Common	6	—
Dwarf Leather Leggings	Legs	5	Common	14	—
Dwarf Leather Leggings	Legs	8	Common	23	—
Dwarf Leather Leggings	Legs	11	Common	32	—
Dwarf Leather Leggings	Legs	15	Common	44	—
Dwarf Leather Leggings	Legs	17	Common	49	—
Dwarf Leather Leggings	Legs	20	Common	58	—
Dwarf Leather Leggings	Legs	23	Common	66	—
Dwarf Leather Leggings	Legs	26	Common	75	—
Dwarf Leather Leggings	Legs	29	Common	84	—
Dwarf Leather Leggings	Legs	32	Common	93	—
Dwarf Leather Leggings	Legs	35	Common	102	—
Dwarf Leather Leggings	Legs	38	Common	110	—
Dwarf Leather Leggings	Legs	41	Common	119	—
Dwarf Leather Leggings	Legs	44	Common	127	—
Dwarf Leather Leggings	Legs	47	Common	136	—
Dwarf Leather Leggings of Courage	Legs	29	Uncommon	105	+.81 Morale Regeneration in Combat
Dwarf Leather Leggings of Courage	Legs	45	Uncommon	163	+1.8 Morale Regeneration in Combat
Dwarf Leather Leggings of Courage	Legs	48	Uncommon	174	+1.9 Morale Regeneration in Combat
Dwarf Leather Leggings of Courage	Legs	49	Uncommon	177	+2 Morale Regeneration in Combat
Dwarf Leather Leggings of Courage	Legs	50	Uncommon	181	+2 Morale Regeneration in Combat
Dwarf Leather Leggings of Determination	Legs	20	Uncommon	72	+5 Will
Dwarf Leather Leggings of Determination	Legs	29	Uncommon	105	+8 Will

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Leather Leggings of Determination	Legs	45	Uncommon	163	+27 Will
Dwarf Leather Leggings of Determination	Legs	48	Uncommon	174	+13 Will, +35 Max Power
Dwarf Leather Leggings of Determination	Legs	49	Uncommon	177	+29 Will
Dwarf Leather Leggings of Determination	Legs	50	Uncommon	181	+30 Will, +1.4 Morale Regeneration in Combat
Dwarf Leather Leggings of Fate	Legs	22	Uncommon	80	+6 Fate
Dwarf Leather Leggings of Fate	Legs	32	Uncommon	116	+9 Fate
Dwarf Leather Leggings of Fate	Legs	42	Uncommon	152	+12 Fate, +12 Will
Dwarf Leather Leggings of Fleetness	Legs	22	Uncommon	80	+6 Agility
Dwarf Leather Leggings of Fleetness	Legs	32	Uncommon	116	+9 Agility
Dwarf Leather Leggings of Fleetness	Legs	45	Uncommon	163	+27 Agility
Dwarf Leather Leggings of Fleetness	Legs	48	Uncommon	174	+13 Agility
Dwarf Leather Leggings of Fleetness	Legs	48	Uncommon	174	+29 Agility
Dwarf Leather Leggings of Fleetness	Legs	49	Uncommon	177	+29 Agility
Dwarf Leather Leggings of Fleetness	Legs	50	Uncommon	181	+30 Agility
Dwarf Leather Leggings of Might	Legs	17	Uncommon	61	+5 Might
Dwarf Leather Leggings of Might	Legs	20	Uncommon	72	+5 Might
Dwarf Leather Leggings of Might	Legs	25	Uncommon	90	+7 Might
Dwarf Leather Leggings of Might	Legs	32	Uncommon	116	+9 Might
Dwarf Leather Leggings of Might	Legs	38	Uncommon	138	+10 Might
Dwarf Leather Leggings of Might	Legs	42	Uncommon	152	+12 Might
Dwarf Leather Leggings of Might	Legs	45	Uncommon	163	+12 Might
Dwarf Leather Leggings of Might	Legs	48	Uncommon	174	+13 Might
Dwarf Leather Leggings of Might	Legs	50	Uncommon	181	+14 Might, +14 Will
Dwarf Leather Leggings of Vigour	Legs	29	Uncommon	105	+8 Vitality
Dwarf Leather Leggings of Vigour	Legs	42	Uncommon	152	+12 Vitality
Dwarf Leather Shirt	Chest	1	Common	3	—
Dwarf Leather Shirt	Chest	2	Common	7	—
Dwarf Leather Shirt	Chest	5	Common	18	—
Dwarf Leather Shirt	Chest	8	Common	28	—
Dwarf Leather Shirt	Chest	11	Common	38	—
Dwarf Leather Shirt	Chest	15	Common	52	—
Dwarf Leather Shirt	Chest	17	Common	59	—
Dwarf Leather Shirt	Chest	20	Common	69	—
Dwarf Leather Shirt	Chest	23	Common	80	—
Dwarf Leather Shirt	Chest	26	Common	90	—
Dwarf Leather Shirt	Chest	29	Common	101	—
Dwarf Leather Shirt	Chest	32	Common	111	—
Dwarf Leather Shirt	Chest	35	Common	122	—
Dwarf Leather Shirt	Chest	38	Common	132	—
Dwarf Leather Shirt	Chest	41	Common	142	—
Dwarf Leather Shirt	Chest	44	Common	153	—
Dwarf Leather Shirt	Chest	47	Common	163	—
Dwarf Leather Shirt of Determination	Chest	22	Uncommon	95	+6 Will
Dwarf Leather Shirt of Determination	Chest	45	Uncommon	196	+12 Will
Dwarf Leather Shirt of Determination	Chest	48	Uncommon	208	+29 Will, +13 Vitality
Dwarf Leather Shirt of Fate	Chest	29	Uncommon	126	+8 Fate
Dwarf Leather Shirt of Fate	Chest	32	Uncommon	139	+9 Fate
Dwarf Leather Shirt of Fleetness	Chest	21	Uncommon	91	+6 Agility
Dwarf Leather Shirt of Fleetness	Chest	22	Uncommon	95	+6 Agility
Dwarf Leather Shirt of Fleetness	Chest	32	Uncommon	139	+9 Agility
Dwarf Leather Shirt of Might	Chest	18	Uncommon	79	+5 Might
Dwarf Leather Shirt of Might	Chest	24	Uncommon	105	+7 Might
Dwarf Leather Shirt of Might	Chest	27	Uncommon	117	+8 Might
Dwarf Leather Shirt of Might	Chest	29	Uncommon	126	+8 Might
Dwarf Leather Shirt of Might	Chest	38	Uncommon	165	+10 Might
Dwarf Leather Shirt of Might	Chest	45	Uncommon	196	+27 Might



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Dwarf Leather Shirt of Might	Chest	50	Uncommon	217	+30 Might	
Dwarf Leather Shirt of Vigour	Chest	32	Uncommon	139	+9 Vitality	
Dwarf Leather Shirt of Vigour	Chest	42	Uncommon	183	+26 Vitality	
Dwarf Leather Shirt of Vigour	Chest	45	Uncommon	196	+12 Vitality, +12 Fate	
Dwarf Leather Shirt of Vigour	Chest	48	Uncommon	208	+13 Vitality	
Dwarf Leather Shirt of Vigour	Chest	48	Uncommon	208	+29 Vitality	
Dwarf Leather Shirt of Vigour	Chest	49	Uncommon	213	+29 Vitality	
Dwarf Leather Shirt of Vigour	Chest	49	Uncommon	213	+29 Vitality, +13 Will	
Dwarf Leather Shirt of Vigour	Chest	50	Uncommon	217	+30 Vitality	
Dwarf Leather Shoes	Feet	1	Common	2	—	
Dwarf Leather Shoes	Feet	2	Common	3	—	
Dwarf Leather Shoes	Feet	5	Common	7	—	
Dwarf Leather Shoes	Feet	8	Common	11	—	
Dwarf Leather Shoes	Feet	11	Common	15	—	
Dwarf Leather Shoes	Feet	15	Common	22	—	
Dwarf Leather Shoes	Feet	17	Common	24	—	
Dwarf Leather Shoes	Feet	20	Common	28	—	
Dwarf Leather Shoes	Feet	23	Common	32	—	
Dwarf Leather Shoes	Feet	26	Common	36	—	
Dwarf Leather Shoes	Feet	29	Common	40	—	
Dwarf Leather Shoes	Feet	32	Common	45	—	
Dwarf Leather Shoes	Feet	35	Common	49	—	
Dwarf Leather Shoes	Feet	38	Common	53	—	
Dwarf Leather Shoes	Feet	41	Common	57	—	
Dwarf Leather Shoes	Feet	44	Common	61	—	
Dwarf Leather Shoes	Feet	47	Common	65	—	
Dwarf Leather Shoes of Determination	Feet	23	Uncommon	40	+6 Will	
Dwarf Leather Shoes of Determination	Feet	25	Uncommon	43	+7 Will	
Dwarf Leather Shoes of Determination	Feet	30	Uncommon	52	+8 Will	
Dwarf Leather Shoes of Determination	Feet	33	Uncommon	57	+9 Will	
Dwarf Leather Shoes of Determination	Feet	46	Uncommon	80	+12 Will, +12 Might	
Dwarf Leather Shoes of Fate	Feet	30	Uncommon	52	+8 Fate	
Dwarf Leather Shoes of Fleetness	Feet	15	Uncommon	27	+4 Agility	
Dwarf Leather Shoes of Fleetness	Feet	25	Uncommon	43	+7 Agility	
Dwarf Leather Shoes of Fleetness	Feet	33	Uncommon	57	+20 Agility	
Dwarf Leather Shoes of Fleetness	Feet	39	Uncommon	68	+24 Agility	
Dwarf Leather Shoes of Fleetness	Feet	43	Uncommon	75	+12 Agility	
Dwarf Leather Shoes of Fleetness	Feet	46	Uncommon	80	+27 Agility	
Dwarf Leather Shoes of Fleetness	Feet	50	Uncommon	86	+30 Agility, +14 Vitality	
Dwarf Leather Shoes of Might	Feet	17	Uncommon	30	+5 Might	
Dwarf Leather Shoes of Might	Feet	20	Uncommon	35	+5 Might	
Dwarf Leather Shoes of Might	Feet	23	Uncommon	40	+6 Might	
Dwarf Leather Shoes of Might	Feet	30	Uncommon	52	+8 Might	
Dwarf Leather Shoes of Might	Feet	46	Uncommon	80	+12 Might	
Dwarf Leather Shoes of Vigour	Feet	17	Uncommon	30	+5 Vitality	
Dwarf Leather Shoes of Vigour	Feet	23	Uncommon	40	+6 Vitality	
Dwarf Leather Shoes of Vigour	Feet	33	Uncommon	57	+9 Vitality	
Dwarf Leather Shoes of Vigour	Feet	39	Uncommon	68	+24 Vitality	
Dwarf Leather Shoes of Vigour	Feet	43	Uncommon	75	+12 Vitality, +12 Will	
Dwarf Leather Shoes of Vigour	Feet	43	Uncommon	75	+26 Vitality	
Dwarf Leather Shoes of Vigour	Feet	50	Uncommon	86	+14 Vitality	
Dwarf Leather Shoes of Vigour	Feet	50	Uncommon	86	+30 Vitality	
Dwarf Leather Shoulder Guards	Shoulders	1	Common	2	—	
Dwarf Leather Shoulder Guards	Shoulders	2	Common	2	—	
Dwarf Leather Shoulder Guards	Shoulders	5	Common	6	—	
Dwarf Leather Shoulder Guards	Shoulders	8	Common	9	—	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Leather Shoulder Guards	Shoulders	11	Common	11	—
Dwarf Leather Shoulder Guards	Shoulders	15	Common	15	—
Dwarf Leather Shoulder Guards	Shoulders	17	Common	18	—
Dwarf Leather Shoulder Guards	Shoulders	20	Common	22	—
Dwarf Leather Shoulder Guards	Shoulders	23	Common	24	—
Dwarf Leather Shoulder Guards	Shoulders	26	Common	27	—
Dwarf Leather Shoulder Guards	Shoulders	29	Common	30	—
Dwarf Leather Shoulder Guards	Shoulders	32	Common	34	—
Dwarf Leather Shoulder Guards	Shoulders	35	Common	37	—
Dwarf Leather Shoulder Guards	Shoulders	38	Common	39	—
Dwarf Leather Shoulder Guards	Shoulders	41	Common	43	—
Dwarf Leather Shoulder Guards	Shoulders	44	Common	46	—
Dwarf Leather Shoulder Guards	Shoulders	47	Common	49	—
Dwarf Leather Shoulder Guards of Determination	Shoulders	20	Uncommon	27	+5 Will
Dwarf Leather Shoulder Guards of Determination	Shoulders	22	Uncommon	28	+6 Will
Dwarf Leather Shoulder Guards of Determination	Shoulders	24	Uncommon	32	+7 Will
Dwarf Leather Shoulder Guards of Determination	Shoulders	28	Uncommon	37	+8 Will
Dwarf Leather Shoulder Guards of Determination	Shoulders	31	Uncommon	41	+8 Will
Dwarf Leather Shoulder Guards of Determination	Shoulders	37	Uncommon	49	+10 Will
Dwarf Leather Shoulder Guards of Determination	Shoulders	47	Uncommon	61	+13 Will, +34 Max Power
Dwarf Leather Shoulder Guards of Fate	Shoulders	16	Uncommon	21	+5 Fate
Dwarf Leather Shoulder Guards of Fate	Shoulders	24	Uncommon	32	+7 Fate
Dwarf Leather Shoulder Guards of Fate	Shoulders	27	Uncommon	35	+8 Fate
Dwarf Leather Shoulder Guards of Fate	Shoulders	37	Uncommon	49	+23 Fate
Dwarf Leather Shoulder Guards of Fate	Shoulders	41	Uncommon	54	+24 Fate
Dwarf Leather Shoulder Guards of Fleetness	Shoulders	16	Uncommon	21	+5 Agility
Dwarf Leather Shoulder Guards of Fleetness	Shoulders	44	Uncommon	57	+12 Agility, +12 Vitality
Dwarf Leather Shoulder Guards of Fleetness	Shoulders	47	Uncommon	61	+13 Agility, +13 Might
Dwarf Leather Shoulder Guards of Fleetness	Shoulders	47	Uncommon	61	+13 Agility, +34 Max Power
Dwarf Leather Shoulder Guards of Might	Shoulders	16	Uncommon	21	+5 Might
Dwarf Leather Shoulder Guards of Might	Shoulders	22	Uncommon	28	+6 Might
Dwarf Leather Shoulder Guards of Might	Shoulders	28	Uncommon	37	+8 Might
Dwarf Leather Shoulder Guards of Might	Shoulders	31	Uncommon	41	+8 Might
Dwarf Leather Shoulder Guards of Might	Shoulders	44	Uncommon	57	+12 Might
Dwarf Leather Shoulder Guards of Might	Shoulders	44	Uncommon	57	+27 Might
Dwarf Leather Shoulder Guards of Might	Shoulders	50	Uncommon	65	+14 Might
Dwarf Leather Shoulder Guards of Might	Shoulders	50	Uncommon	65	+30 Might
Dwarf Leather Shoulder Guards of Might	Shoulders	50	Uncommon	65	+30 Might, +14 Will
Dwarf Leather Shoulder Guards of Might	Shoulders	50	Uncommon	65	+30 Might, +36 Max Power
Dwarf Leather Shoulder Guards of Vigour	Shoulders	20	Uncommon	27	+5 Vitality
Dwarf Leather Shoulder Guards of Vigour	Shoulders	21	Uncommon	27	+6 Vitality
Dwarf Leather Shoulder Guards of Vigour	Shoulders	27	Uncommon	35	+8 Vitality
Dwarf Leather Shoulder Guards of Vigour	Shoulders	31	Uncommon	41	+8 Vitality
Dwarf Leather Shoulder Guards of Vigour	Shoulders	41	Uncommon	54	+11 Vitality
Dwarf Leather Shoulder Guards of Vigour	Shoulders	47	Uncommon	61	+13 Vitality, +34 Max Power
Dwarf Leather Shoulder Pads	Shoulders	1	Common	2	—
Dwarf Leather Shoulder Pads	Shoulders	2	Common	2	—
Dwarf Leather Shoulder Pads	Shoulders	5	Common	6	—
Dwarf Leather Shoulder Pads	Shoulders	8	Common	9	—
Dwarf Leather Shoulder Pads	Shoulders	11	Common	11	—
Dwarf Leather Shoulder Pads	Shoulders	15	Common	15	—
Dwarf Leather Shoulder Pads	Shoulders	17	Common	18	—
Dwarf Leather Shoulder Pads	Shoulders	20	Common	22	—
Dwarf Leather Shoulder Pads	Shoulders	23	Common	24	—
Dwarf Leather Shoulder Pads	Shoulders	26	Common	27	—
Dwarf Leather Shoulder Pads	Shoulders	29	Common	30	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Leather Shoulder Pads	Shoulders	32	Common	34	—
Dwarf Leather Shoulder Pads	Shoulders	35	Common	37	—
Dwarf Leather Shoulder Pads	Shoulders	38	Common	39	—
Dwarf Leather Shoulder Pads	Shoulders	41	Common	43	—
Dwarf Leather Shoulder Pads	Shoulders	44	Common	46	—
Dwarf Leather Shoulder Pads	Shoulders	47	Common	49	—
Dwarf Leather Shoulder Pads of Determination	Shoulders	16	Uncommon	21	+5 Will
Dwarf Leather Shoulder Pads of Determination	Shoulders	21	Uncommon	27	+6 Will
Dwarf Leather Shoulder Pads of Determination	Shoulders	22	Uncommon	28	+6 Will
Dwarf Leather Shoulder Pads of Determination	Shoulders	28	Uncommon	37	+8 Will
Dwarf Leather Shoulder Pads of Determination	Shoulders	31	Uncommon	41	+8 Will
Dwarf Leather Shoulder Pads of Determination	Shoulders	41	Uncommon	54	+11 Will
Dwarf Leather Shoulder Pads of Determination	Shoulders	44	Uncommon	57	+12 Will
Dwarf Leather Shoulder Pads of Determination	Shoulders	50	Uncommon	65	+14 Will
Dwarf Leather Shoulder Pads of Fate	Shoulders	24	Uncommon	32	+7 Fate
Dwarf Leather Shoulder Pads of Fate	Shoulders	27	Uncommon	35	+8 Fate
Dwarf Leather Shoulder Pads of Fate	Shoulders	37	Uncommon	49	+23 Fate
Dwarf Leather Shoulder Pads of Fate	Shoulders	50	Uncommon	65	+30 Fate
Dwarf Leather Shoulder Pads of Fleetness	Shoulders	20	Uncommon	27	+5 Agility
Dwarf Leather Shoulder Pads of Fleetness	Shoulders	22	Uncommon	28	+6 Agility
Dwarf Leather Shoulder Pads of Fleetness	Shoulders	24	Uncommon	32	+7 Agility
Dwarf Leather Shoulder Pads of Fleetness	Shoulders	31	Uncommon	41	+8 Agility
Dwarf Leather Shoulder Pads of Fleetness	Shoulders	41	Uncommon	54	+11 Agility
Dwarf Leather Shoulder Pads of Might	Shoulders	16	Uncommon	21	+5 Might
Dwarf Leather Shoulder Pads of Might	Shoulders	21	Uncommon	27	+6 Might
Dwarf Leather Shoulder Pads of Might	Shoulders	31	Uncommon	41	+8 Might, +8 Agility
Dwarf Leather Shoulder Pads of Might	Shoulders	37	Uncommon	49	+23 Might
Dwarf Leather Shoulder Pads of Might	Shoulders	47	Uncommon	61	+13 Might
Dwarf Leather Shoulder Pads of Might	Shoulders	47	Uncommon	61	+13 Might, +13 Agility
Dwarf Leather Shoulder Pads of Might	Shoulders	50	Uncommon	65	+30 Might
Dwarf Leather Shoulder Pads of Vigour	Shoulders	21	Uncommon	27	+6 Vitality
Dwarf Leather Shoulder Pads of Vigour	Shoulders	24	Uncommon	32	+7 Vitality
Dwarf Leather Shoulder Pads of Vigour	Shoulders	27	Uncommon	35	+8 Vitality
Dwarf Leather Shoulder Pads of Vigour	Shoulders	37	Uncommon	49	+10 Vitality
Dwarf Leather Shoulder Pads of Vigour	Shoulders	44	Uncommon	57	+12 Vitality
Dwarf Leggings of Thorin's Hall	Legs	45	Rare	264	+27 Agility, 3% Poison Resistance
Dwarf Mask of Determination	Head	49	Uncommon	86	+13 Will
Dwarf Mask of Determination	Head	50	Uncommon	87	+14 Will
Dwarf Padded Gloves	Hands	1	Common	2	—
Dwarf Padded Gloves	Hands	2	Common	2	—
Dwarf Padded Gloves	Hands	5	Common	6	—
Dwarf Padded Gloves	Hands	8	Common	10	—
Dwarf Padded Gloves	Hands	11	Common	14	—
Dwarf Padded Gloves	Hands	15	Common	18	—
Dwarf Padded Gloves	Hands	17	Common	22	—
Dwarf Padded Gloves	Hands	20	Common	25	—
Dwarf Padded Gloves	Hands	23	Common	28	—
Dwarf Padded Gloves	Hands	26	Common	32	—
Dwarf Padded Gloves	Hands	29	Common	36	—
Dwarf Padded Gloves	Hands	32	Common	39	—
Dwarf Padded Gloves	Hands	35	Common	43	—
Dwarf Padded Gloves	Hands	38	Common	46	—
Dwarf Padded Gloves	Hands	41	Common	50	—
Dwarf Padded Gloves	Hands	44	Common	54	—
Dwarf Padded Gloves	Hands	47	Common	57	—
Dwarf Padded Gloves of Courage	Hands	17	Uncommon	27	+24 Morale Regeneration in Combat

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Padded Gloves of Courage	Hands	30	Uncommon	46	+42 Morale Regeneration in Combat
Dwarf Padded Gloves of Courage	Hands	42	Uncommon	64	+59 Morale Regeneration in Combat
Dwarf Padded Gloves of Courage	Hands	49	Uncommon	76	+69 Morale Regeneration in Combat
Dwarf Padded Gloves of Determination	Hands	36	Uncommon	56	+9 Will
Dwarf Padded Gloves of Fate	Hands	21	Uncommon	32	+6 Fate
Dwarf Padded Gloves of Fate	Hands	36	Uncommon	56	+9 Fate
Dwarf Padded Gloves of Fate	Hands	39	Uncommon	60	+11 Fate
Dwarf Padded Gloves of Fate	Hands	42	Uncommon	64	+12 Fate
Dwarf Padded Gloves of Fate	Hands	49	Uncommon	76	+13 Fate
Dwarf Padded Gloves of Fleetness	Hands	39	Uncommon	60	+24 Agility
Dwarf Padded Gloves of Fleetness	Hands	49	Uncommon	76	+29 Agility
Dwarf Padded Gloves of Might	Hands	15	Uncommon	23	+4 Might
Dwarf Padded Gloves of Might	Hands	21	Uncommon	32	+6 Might
Dwarf Padded Gloves of Might	Hands	27	Uncommon	42	+8 Might
Dwarf Padded Gloves of Might	Hands	30	Uncommon	46	+8 Might
Dwarf Padded Gloves of Might	Hands	33	Uncommon	51	+9 Might
Dwarf Padded Gloves of Might	Hands	36	Uncommon	56	+9 Might
Dwarf Padded Gloves of Might	Hands	39	Uncommon	60	+11 Might
Dwarf Padded Gloves of Might	Hands	39	Uncommon	60	+24 Might
Dwarf Padded Gloves of Might	Hands	48	Uncommon	73	+13 Might
Dwarf Padded Gloves of Might	Hands	48	Uncommon	73	+29 Might
Dwarf Padded Gloves of Might	Hands	49	Uncommon	76	+29 Might
Dwarf Padded Gloves of Might	Hands	50	Uncommon	77	+14 Might
Dwarf Padded Gloves of Rallying	Hands	17	Uncommon	27	1% Healing Bonus
Dwarf Padded Gloves of Rallying	Hands	27	Uncommon	42	1% Healing Bonus
Dwarf Padded Gloves of Rallying	Hands	30	Uncommon	46	1% Healing Bonus
Dwarf Padded Gloves of Rallying	Hands	33	Uncommon	51	1% Healing Bonus
Dwarf Padded Gloves of Rallying	Hands	42	Uncommon	64	1% Healing Bonus
Dwarf Padded Gloves of Rallying	Hands	48	Uncommon	73	2% Healing Bonus
Dwarf Padded Gloves of Rallying	Hands	50	Uncommon	77	2% Healing Bonus, +.70 Morale Regeneration in Combat
Dwarf Padded Gloves of Vigour	Hands	27	Uncommon	42	+8 Vitality
Dwarf Padded Gloves of Vigour	Hands	48	Uncommon	73	+13 Vitality
Dwarf Padded Gloves of Vigour	Hands	50	Uncommon	77	+14 Vitality
Dwarf Padded Jacket	Chest	1	Common	2	—
Dwarf Padded Jacket	Chest	2	Common	5	—
Dwarf Padded Jacket	Chest	5	Common	13	—
Dwarf Padded Jacket	Chest	8	Common	20	—
Dwarf Padded Jacket	Chest	11	Common	27	—
Dwarf Padded Jacket	Chest	15	Common	37	—
Dwarf Padded Jacket	Chest	17	Common	42	—
Dwarf Padded Jacket	Chest	20	Common	49	—
Dwarf Padded Jacket	Chest	23	Common	57	—
Dwarf Padded Jacket	Chest	26	Common	64	—
Dwarf Padded Jacket	Chest	29	Common	71	—
Dwarf Padded Jacket	Chest	32	Common	78	—
Dwarf Padded Jacket	Chest	35	Common	86	—
Dwarf Padded Jacket	Chest	38	Common	93	—
Dwarf Padded Jacket	Chest	41	Common	100	—
Dwarf Padded Jacket	Chest	44	Common	108	—
Dwarf Padded Jacket	Chest	47	Common	115	—
Dwarf Padded Jacket of Determination	Chest	21	Uncommon	64	+6 Will
Dwarf Padded Jacket of Determination	Chest	38	Uncommon	116	+10 Will
Dwarf Padded Jacket of Determination	Chest	47	Uncommon	144	+13 Will, +34 Max Power
Dwarf Padded Jacket of Determination	Chest	47	Uncommon	144	+29 Will
Dwarf Padded Jacket of Determination	Chest	50	Uncommon	154	+30 Will, +14 Agility
Dwarf Padded Jacket of Fate	Chest	32	Uncommon	98	+9 Fate



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Padded Jacket of Fleetness	Chest	17	Uncommon	52	+5 Agility
Dwarf Padded Jacket of Fleetness	Chest	38	Uncommon	116	+10 Agility
Dwarf Padded Jacket of Fleetness	Chest	44	Uncommon	135	+12 Agility
Dwarf Padded Jacket of Might	Chest	32	Uncommon	98	+9 Might
Dwarf Padded Jacket of Vigour	Chest	35	Uncommon	108	+9 Vitality
Dwarf Padded Jacket of Vigour	Chest	44	Uncommon	135	+27 Vitality
Dwarf Padded Leggings of Determination	Legs	15	Uncommon	38	+4 Will
Dwarf Padded Leggings of Determination	Legs	22	Uncommon	56	+6 Will
Dwarf Padded Leggings of Determination	Legs	25	Uncommon	64	+7 Will
Dwarf Padded Leggings of Fate	Legs	41	Uncommon	105	+11 Fate
Dwarf Padded Leggings of Fleetness	Legs	17	Uncommon	43	+5 Agility
Dwarf Padded Leggings of Fleetness	Legs	29	Uncommon	74	+8 Agility
Dwarf Padded Leggings of Fleetness	Legs	35	Uncommon	90	+9 Agility
Dwarf Padded Leggings of Fleetness	Legs	38	Uncommon	97	+10 Agility
Dwarf Padded Leggings of Might	Legs	32	Uncommon	81	+9 Might
Dwarf Padded Leggings of Vigour	Legs	19	Uncommon	49	+5 Vitality
Dwarf Padded Leggings of Vigour	Legs	44	Uncommon	112	+12 Vitality
Dwarf Padded Shirt of Determination	Chest	38	Uncommon	116	+23 Will
Dwarf Padded Shirt of Might	Chest	32	Uncommon	98	+9 Might
Dwarf Padded Shirt of Might	Chest	47	Uncommon	144	+13 Might, +34 Max Power
Dwarf Padded Shirt of Vigour	Chest	47	Uncommon	144	+29 Vitality, +13 Will
Dwarf Padded Shoes	Feet	1	Common	2	—
Dwarf Padded Shoes	Feet	2	Common	2	—
Dwarf Padded Shoes	Feet	5	Common	5	—
Dwarf Padded Shoes	Feet	8	Common	8	—
Dwarf Padded Shoes	Feet	11	Common	10	—
Dwarf Padded Shoes	Feet	15	Common	15	—
Dwarf Padded Shoes	Feet	17	Common	17	—
Dwarf Padded Shoes	Feet	20	Common	20	—
Dwarf Padded Shoes	Feet	23	Common	22	—
Dwarf Padded Shoes	Feet	26	Common	26	—
Dwarf Padded Shoes	Feet	29	Common	29	—
Dwarf Padded Shoes	Feet	32	Common	32	—
Dwarf Padded Shoes	Feet	35	Common	34	—
Dwarf Padded Shoes	Feet	38	Common	37	—
Dwarf Padded Shoes	Feet	41	Common	40	—
Dwarf Padded Shoes	Feet	44	Common	43	—
Dwarf Padded Shoes	Feet	47	Common	46	—
Dwarf Padded Shoes of Determination	Feet	22	Uncommon	27	+6 Will
Dwarf Padded Shoes of Determination	Feet	30	Uncommon	37	+8 Will
Dwarf Padded Shoes of Determination	Feet	33	Uncommon	41	+9 Will
Dwarf Padded Shoes of Determination	Feet	45	Uncommon	56	+27 Will
Dwarf Padded Shoes of Determination	Feet	48	Uncommon	59	+13 Will
Dwarf Padded Shoes of Fate	Feet	22	Uncommon	27	+6 Fate
Dwarf Padded Shoes of Fate	Feet	33	Uncommon	41	+9 Fate
Dwarf Padded Shoes of Fate	Feet	42	Uncommon	51	+12 Fate
Dwarf Padded Shoes of Fate	Feet	45	Uncommon	56	+12 Fate
Dwarf Padded Shoes of Fate	Feet	48	Uncommon	59	+13 Fate
Dwarf Padded Shoes of Fleetness	Feet	15	Uncommon	19	+4 Agility
Dwarf Padded Shoes of Fleetness	Feet	27	Uncommon	33	+8 Agility
Dwarf Padded Shoes of Fleetness	Feet	36	Uncommon	44	+9 Agility
Dwarf Padded Shoes of Fleetness	Feet	45	Uncommon	56	+12 Agility
Dwarf Padded Shoes of Fleetness	Feet	49	Uncommon	60	+29 Agility
Dwarf Padded Shoes of Might	Feet	25	Uncommon	31	+7 Might
Dwarf Padded Shoes of Might	Feet	27	Uncommon	33	+8 Might
Dwarf Padded Shoes of Might	Feet	30	Uncommon	37	+8 Might

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Padded Shoes of Might	Feet	36	Uncommon	44	+9 Might, +9 Fate
Dwarf Padded Shoes of Might	Feet	42	Uncommon	51	+12 Might
Dwarf Padded Shoes of Might	Feet	49	Uncommon	60	+13 Might, +13 Vitality
Dwarf Padded Shoes of Might	Feet	50	Uncommon	61	+14 Might, +14 Fate
Dwarf Padded Shoes of Vigour	Feet	22	Uncommon	27	+6 Vitality
Dwarf Padded Shoes of Vigour	Feet	25	Uncommon	31	+7 Vitality
Dwarf Padded Shoes of Vigour	Feet	30	Uncommon	37	+8 Vitality
Dwarf Padded Shoes of Vigour	Feet	33	Uncommon	41	+20 Vitality
Dwarf Padded Shoes of Vigour	Feet	36	Uncommon	44	+9 Vitality, +9 Will
Dwarf Padded Shoes of Vigour	Feet	45	Uncommon	56	+12 Vitality
Dwarf Padded Shoes of Vigour	Feet	45	Uncommon	56	+27 Vitality
Dwarf Padded Shoes of Vigour	Feet	49	Uncommon	60	+13 Vitality, +13 Will
Dwarf Padded Shoes of Vigour	Feet	50	Uncommon	61	+14 Vitality
Dwarf Padded Vest	Chest	32	Uncommon	98	—
Dwarf Padded Vest of Determination	Chest	21	Uncommon	64	+6 Will
Dwarf Padded Vest of Determination	Chest	38	Uncommon	116	+10 Will
Dwarf Padded Vest of Fate	Chest	27	Uncommon	83	+8 Fate
Dwarf Padded Vest of Fate	Chest	35	Uncommon	108	+9 Fate
Dwarf Padded Vest of Fate	Chest	44	Uncommon	135	+12 Fate
Dwarf Padded Vest of Fate	Chest	50	Uncommon	154	+14 Fate
Dwarf Padded Vest of Fleetness	Chest	17	Uncommon	52	+5 Agility
Dwarf Padded Vest of Fleetness	Chest	27	Uncommon	83	+8 Agility
Dwarf Padded Vest of Fleetness	Chest	35	Uncommon	108	+9 Agility
Dwarf Padded Vest of Might	Chest	32	Uncommon	98	+9 Might
Dwarf Padded Vest of Might	Chest	44	Uncommon	135	+12 Might
Dwarf Padded Vest of Might	Chest	47	Uncommon	144	+13 Might
Dwarf Padded Vest of Vigour	Chest	24	Uncommon	73	+7 Vitality
Dwarf Padded Vest of Vigour	Chest	32	Uncommon	98	+9 Vitality
Dwarf Padded Vest of Vigour	Chest	35	Uncommon	108	+21 Vitality
Dwarf Padded Vest of Vigour	Chest	38	Uncommon	116	+23 Vitality
Dwarf Padded Vest of Vigour	Chest	38	Uncommon	116	+23 Vitality, +10 Fate
Dwarf Padded Vest of Vigour	Chest	44	Uncommon	135	+27 Vitality, +12 Might
Dwarf Padded Vest of Vigour	Chest	47	Uncommon	144	+29 Vitality
Dwarf Padded Vest of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Will
Dwarf Quilted Jacket of Determination	Chest	24	Uncommon	73	+7 Will
Dwarf Quilted Jacket of Determination	Chest	44	Uncommon	135	+12 Will
Dwarf Quilted Jacket of Fate	Chest	35	Uncommon	108	+9 Fate
Dwarf Quilted Jacket of Fleetness	Chest	24	Uncommon	73	+7 Agility
Dwarf Quilted Jacket of Fleetness	Chest	35	Uncommon	108	+9 Agility
Dwarf Quilted Jacket of Might	Chest	16	Uncommon	49	+5 Might
Dwarf Quilted Jacket of Might	Chest	21	Uncommon	64	+6 Might
Dwarf Quilted Jacket of Might	Chest	32	Uncommon	98	+9 Might
Dwarf Quilted Jacket of Might	Chest	50	Uncommon	154	+14 Might
Dwarf Quilted Jacket of Vigour	Chest	32	Uncommon	98	+20 Vitality
Dwarf Quilted Jacket of Vigour	Chest	38	Uncommon	116	+10 Vitality
Dwarf Quilted Jacket of Vigour	Chest	47	Uncommon	144	+29 Vitality
Dwarf Quilted Leggings of Determination	Legs	17	Uncommon	43	+5 Will
Dwarf Quilted Leggings of Determination	Legs	22	Uncommon	56	+6 Will
Dwarf Quilted Leggings of Determination	Legs	32	Uncommon	81	+9 Will
Dwarf Quilted Leggings of Determination	Legs	44	Uncommon	112	+12 Will
Dwarf Quilted Leggings of Determination	Legs	44	Uncommon	112	+27 Will
Dwarf Quilted Leggings of Fate	Legs	19	Uncommon	49	+5 Fate
Dwarf Quilted Leggings of Fate	Legs	22	Uncommon	56	+6 Fate
Dwarf Quilted Leggings of Fate	Legs	41	Uncommon	105	+11 Fate
Dwarf Quilted Leggings of Fate	Legs	50	Uncommon	128	+14 Fate
Dwarf Quilted Leggings of Fleetness	Legs	25	Uncommon	64	+7 Agility
Dwarf Quilted Leggings of Fleetness	Legs	32	Uncommon	81	+9 Agility



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Quilted Leggings of Fleetness	Legs	35	Uncommon	90	+9 Agility
Dwarf Quilted Leggings of Fleetness	Legs	38	Uncommon	97	+10 Agility, +10 Fate
Dwarf Quilted Leggings of Might	Legs	25	Uncommon	64	+7 Might
Dwarf Quilted Leggings of Might	Legs	29	Uncommon	74	+8 Might
Dwarf Quilted Leggings of Might	Legs	38	Uncommon	97	+10 Might
Dwarf Quilted Leggings of Might	Legs	44	Uncommon	112	+12 Might
Dwarf Quilted Leggings of Vigour	Legs	17	Uncommon	43	+5 Vitality
Dwarf Quilted Leggings of Vigour	Legs	19	Uncommon	49	+5 Vitality
Dwarf Quilted Leggings of Vigour	Legs	29	Uncommon	74	+8 Vitality
Dwarf Quilted Leggings of Vigour	Legs	32	Uncommon	81	+9 Vitality
Dwarf Quilted Leggings of Vigour	Legs	35	Uncommon	90	+9 Vitality
Dwarf Quilted Leggings of Vigour	Legs	50	Uncommon	128	+14 Vitality
Dwarf Quilted Shirt	Chest	1	Common	2	—
Dwarf Quilted Shirt	Chest	2	Common	5	—
Dwarf Quilted Shirt	Chest	5	Common	13	—
Dwarf Quilted Shirt	Chest	8	Common	20	—
Dwarf Quilted Shirt	Chest	11	Common	27	—
Dwarf Quilted Shirt	Chest	15	Common	37	—
Dwarf Quilted Shirt	Chest	17	Common	42	—
Dwarf Quilted Shirt	Chest	20	Common	49	—
Dwarf Quilted Shirt	Chest	23	Common	57	—
Dwarf Quilted Shirt	Chest	26	Common	64	—
Dwarf Quilted Shirt	Chest	29	Common	71	—
Dwarf Quilted Shirt	Chest	32	Common	78	—
Dwarf Quilted Shirt	Chest	35	Common	86	—
Dwarf Quilted Shirt	Chest	38	Common	93	—
Dwarf Quilted Shirt	Chest	38	Uncommon	116	—
Dwarf Quilted Shirt	Chest	41	Common	100	—
Dwarf Quilted Shirt	Chest	44	Common	108	—
Dwarf Quilted Shirt	Chest	47	Common	115	—
Dwarf Quilted Shirt of Determination	Chest	24	Uncommon	73	+7 Will
Dwarf Quilted Shirt of Determination	Chest	27	Uncommon	83	+8 Will
Dwarf Quilted Shirt of Determination	Chest	35	Uncommon	108	+9 Will
Dwarf Quilted Shirt of Determination	Chest	44	Uncommon	135	+27 Will
Dwarf Quilted Shirt of Fate	Chest	21	Uncommon	64	+6 Fate
Dwarf Quilted Shirt of Fate	Chest	24	Uncommon	73	+7 Fate
Dwarf Quilted Shirt of Fate	Chest	32	Uncommon	98	+9 Fate
Dwarf Quilted Shirt of Fate	Chest	38	Uncommon	116	+10 Fate
Dwarf Quilted Shirt of Fate	Chest	44	Uncommon	135	+12 Fate
Dwarf Quilted Shirt of Fleetness	Chest	17	Uncommon	52	+5 Agility
Dwarf Quilted Shirt of Fleetness	Chest	21	Uncommon	64	+6 Agility
Dwarf Quilted Shirt of Fleetness	Chest	47	Uncommon	144	+13 Agility
Dwarf Quilted Shirt of Fleetness	Chest	50	Uncommon	154	+14 Agility
Dwarf Quilted Shirt of Might	Chest	16	Uncommon	49	+5 Might
Dwarf Quilted Shirt of Might	Chest	17	Uncommon	52	+5 Might
Dwarf Quilted Shirt of Might	Chest	24	Uncommon	73	+7 Might
Dwarf Quilted Shirt of Might	Chest	27	Uncommon	83	+8 Might
Dwarf Quilted Shirt of Might	Chest	35	Uncommon	108	+9 Might
Dwarf Quilted Shirt of Might	Chest	38	Uncommon	116	+10 Might
Dwarf Quilted Shirt of Might	Chest	44	Uncommon	135	+12 Might
Dwarf Quilted Shirt of Vigour	Chest	21	Uncommon	64	+6 Vitality
Dwarf Quilted Shirt of Vigour	Chest	32	Uncommon	98	+9 Vitality
Dwarf Quilted Shirt of Vigour	Chest	35	Uncommon	108	+9 Vitality
Dwarf Quilted Shirt of Vigour	Chest	47	Uncommon	144	+29 Vitality
Dwarf Quilted Trousers	Legs	1	Common	2	—
Dwarf Quilted Trousers	Legs	2	Common	4	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Quilted Trousers	Legs	5	Common	10	—
Dwarf Quilted Trousers	Legs	8	Common	16	—
Dwarf Quilted Trousers	Legs	11	Common	22	—
Dwarf Quilted Trousers	Legs	15	Common	30	—
Dwarf Quilted Trousers	Legs	17	Common	34	—
Dwarf Quilted Trousers	Legs	20	Common	41	—
Dwarf Quilted Trousers	Legs	23	Common	47	—
Dwarf Quilted Trousers	Legs	26	Common	53	—
Dwarf Quilted Trousers	Legs	29	Common	59	—
Dwarf Quilted Trousers	Legs	32	Common	65	—
Dwarf Quilted Trousers	Legs	35	Common	72	—
Dwarf Quilted Trousers	Legs	38	Common	78	—
Dwarf Quilted Trousers	Legs	41	Common	84	—
Dwarf Quilted Trousers	Legs	44	Common	90	—
Dwarf Quilted Trousers	Legs	47	Common	96	—
Dwarf Quilted Vest	Chest	1	Common	2	—
Dwarf Quilted Vest	Chest	2	Common	5	—
Dwarf Quilted Vest	Chest	5	Common	13	—
Dwarf Quilted Vest	Chest	8	Common	20	—
Dwarf Quilted Vest	Chest	11	Common	27	—
Dwarf Quilted Vest	Chest	15	Common	37	—
Dwarf Quilted Vest	Chest	17	Common	42	—
Dwarf Quilted Vest	Chest	20	Common	49	—
Dwarf Quilted Vest	Chest	23	Common	57	—
Dwarf Quilted Vest	Chest	26	Common	64	—
Dwarf Quilted Vest	Chest	29	Common	71	—
Dwarf Quilted Vest	Chest	32	Common	78	—
Dwarf Quilted Vest	Chest	35	Common	86	—
Dwarf Quilted Vest	Chest	38	Common	93	—
Dwarf Quilted Vest	Chest	41	Common	100	—
Dwarf Quilted Vest	Chest	44	Common	108	—
Dwarf Quilted Vest	Chest	47	Common	115	—
Dwarf Quilted Vest of Determination	Chest	27	Uncommon	83	+8 Will
Dwarf Quilted Vest of Determination	Chest	50	Uncommon	154	+30 Will
Dwarf Quilted Vest of Fate	Chest	38	Uncommon	116	+10 Fate
Dwarf Quilted Vest of Might	Chest	21	Uncommon	64	+6 Might
Dwarf Quilted Vest of Might	Chest	24	Uncommon	73	+7 Might
Dwarf Quilted Vest of Might	Chest	47	Uncommon	144	+13 Might
Dwarf Quilted Vest of Vigour	Chest	17	Uncommon	52	+5 Vitality
Dwarf Quilted Vest of Vigour	Chest	44	Uncommon	135	+12 Vitality
Dwarf Robe	Chest	1	Common	2	—
Dwarf Robe	Chest	2	Common	5	—
Dwarf Robe	Chest	5	Common	13	—
Dwarf Robe	Chest	8	Common	20	—
Dwarf Robe	Chest	11	Common	27	—
Dwarf Robe	Chest	15	Common	37	—
Dwarf Robe	Chest	17	Common	42	—
Dwarf Robe	Chest	20	Common	49	—
Dwarf Robe	Chest	23	Common	57	—
Dwarf Robe	Chest	26	Common	64	—
Dwarf Robe	Chest	29	Common	71	—
Dwarf Robe	Chest	32	Common	78	—
Dwarf Robe	Chest	33	Uncommon	101	—
Dwarf Robe	Chest	35	Common	86	—
Dwarf Robe	Chest	38	Common	93	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Robe	Chest	41	Common	100	—
Dwarf Robe	Chest	44	Common	108	—
Dwarf Robe	Chest	47	Common	115	—
Dwarf Robe of Determination	Chest	14	Uncommon	42	+4 Will
Dwarf Robe of Determination	Chest	30	Uncommon	92	+8 Will
Dwarf Robe of Determination	Chest	41	Uncommon	125	+11 Will
Dwarf Robe of Determination	Chest	49	Uncommon	150	+13 Will
Dwarf Robe of Fate	Chest	16	Uncommon	49	+5 Fate
Dwarf Robe of Fate	Chest	50	Uncommon	154	+14 Fate
Dwarf Robe of Might	Chest	25	Uncommon	77	+7 Might
Dwarf Robe of Might	Chest	38	Uncommon	116	+10 Might
Dwarf Shoulders of Thorin's Hall	Shoulders	45	Rare	95	+27 Might, +46 Max Power
Dwarf Spiked Helm of Determination	Head	18	Uncommon	17	+5 Will
Dwarf Spiked Helm of Determination	Head	28	Uncommon	37	+8 Will
Dwarf Spiked Helm of Determination	Head	31	Uncommon	28	+8 Will
Dwarf Spiked Helm of Determination	Head	41	Uncommon	54	+11 Will
Dwarf Spiked Helm of Fate	Head	28	Uncommon	26	+8 Fate
Dwarf Spiked Helm of Fate	Head	50	Uncommon	46	+14 Fate
Dwarf Spiked Helm of Fleetness	Head	22	Uncommon	28	+6 Agility
Dwarf Spiked Helm of Fleetness	Head	24	Uncommon	22	+7 Agility
Dwarf Spiked Helm of Fleetness	Head	50	Uncommon	65	+14 Agility
Dwarf Spiked Helm of Might	Head	16	Uncommon	15	+5 Might
Dwarf Spiked Helm of Might	Head	49	Uncommon	45	+13 Might
Dwarf Spiked Helm of Vigour	Head	15	Uncommon	14	+4 Vitality
Dwarf Spiked Helm of Vigour	Head	26	Uncommon	24	+8 Vitality
Dwarf Spiked Helm of Vigour	Head	31	Uncommon	41	+8 Vitality
Dwarf Spiked Helm of Vigour	Head	34	Uncommon	32	+9 Vitality
Dwarf Spiked Helm of Vigour	Head	37	Uncommon	65	+10 Vitality
Dwarf Steel Boots	Feet	15	Common	28	—
Dwarf Steel Boots	Feet	17	Common	32	—
Dwarf Steel Boots	Feet	20	Common	37	—
Dwarf Steel Boots	Feet	23	Common	43	—
Dwarf Steel Boots	Feet	26	Common	49	—
Dwarf Steel Boots	Feet	29	Common	54	—
Dwarf Steel Boots	Feet	32	Common	60	—
Dwarf Steel Boots	Feet	35	Common	65	—
Dwarf Steel Boots	Feet	38	Common	71	—
Dwarf Steel Boots	Feet	41	Common	77	—
Dwarf Steel Boots	Feet	44	Common	82	—
Dwarf Steel Boots	Feet	47	Common	88	—
Dwarf Steel Boots of Determination	Feet	39	Uncommon	91	+11 Will
Dwarf Steel Boots of Determination	Feet	42	Uncommon	98	+12 Will
Dwarf Steel Boots of Fate	Feet	24	Uncommon	56	+7 Fate
Dwarf Steel Boots of Fate	Feet	36	Uncommon	84	+9 Fate
Dwarf Steel Boots of Fate	Feet	49	Uncommon	114	+13 Fate, +13 Vitality
Dwarf Steel Boots of Fleetness	Feet	30	Uncommon	70	+8 Agility
Dwarf Steel Boots of Fleetness	Feet	33	Uncommon	77	+20 Agility
Dwarf Steel Boots of Fleetness	Feet	36	Uncommon	84	+21 Agility
Dwarf Steel Boots of Fleetness	Feet	39	Uncommon	91	+11 Agility
Dwarf Steel Boots of Fleetness	Feet	42	Uncommon	98	+12 Agility
Dwarf Steel Boots of Fleetness	Feet	49	Uncommon	114	+29 Agility
Dwarf Steel Boots of Fleetness	Feet	50	Uncommon	117	+30 Agility, +36 Max Power
Dwarf Steel Boots of Might	Feet	21	Uncommon	49	+6 Might
Dwarf Steel Boots of Might	Feet	30	Uncommon	70	+8 Might
Dwarf Steel Boots of Might	Feet	33	Uncommon	77	+9 Might
Dwarf Steel Boots of Might	Feet	45	Uncommon	105	+12 Might

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Steel Boots of Might	Feet	45	Uncommon	105	+12 Might, +33 Max Power
Dwarf Steel Boots of Might	Feet	49	Uncommon	114	+13 Might
Dwarf Steel Boots of Might	Feet	50	Uncommon	117	+14 Might
Dwarf Steel Boots of Vigour	Feet	30	Uncommon	70	+8 Vitality
Dwarf Steel Boots of Vigour	Feet	42	Uncommon	98	+26 Vitality
Dwarf Steel Boots of Vigour	Feet	50	Uncommon	117	+14 Vitality, +14 Might
Dwarf Steel Breastplate	Chest	15	Common	70	—
Dwarf Steel Breastplate	Chest	17	Common	79	—
Dwarf Steel Breastplate	Chest	20	Common	93	—
Dwarf Steel Breastplate	Chest	23	Common	107	—
Dwarf Steel Breastplate	Chest	26	Common	121	—
Dwarf Steel Breastplate	Chest	29	Common	135	—
Dwarf Steel Breastplate	Chest	32	Common	149	—
Dwarf Steel Breastplate	Chest	32	Uncommon	187	—
Dwarf Steel Breastplate	Chest	35	Common	163	—
Dwarf Steel Breastplate	Chest	38	Common	177	—
Dwarf Steel Breastplate	Chest	41	Common	191	—
Dwarf Steel Breastplate	Chest	44	Common	205	—
Dwarf Steel Breastplate	Chest	47	Common	219	—
Dwarf Steel Breastplate	Chest	50	Uncommon	292	—
Dwarf Steel Breastplate of Determination	Chest	15	Uncommon	87	+4 Will
Dwarf Steel Breastplate of Determination	Chest	29	Uncommon	169	+8 Will
Dwarf Steel Breastplate of Determination	Chest	38	Uncommon	222	+10 Will
Dwarf Steel Breastplate of Determination	Chest	41	Uncommon	239	+11 Will
Dwarf Steel Breastplate of Fate	Chest	32	Uncommon	187	+9 Fate
Dwarf Steel Breastplate of Fate	Chest	41	Uncommon	239	+11 Fate
Dwarf Steel Breastplate of Fate	Chest	44	Uncommon	257	+12 Fate
Dwarf Steel Breastplate of Fate	Chest	50	Uncommon	292	+14 Fate, +14 Might
Dwarf Steel Breastplate of Fleetness	Chest	47	Uncommon	274	+13 Agility, +34 Max Power
Dwarf Steel Breastplate of Fleetness	Chest	50	Uncommon	292	+14 Agility, +14 Might
Dwarf Steel Breastplate of Might	Chest	23	Uncommon	134	+6 Might
Dwarf Steel Breastplate of Might	Chest	29	Uncommon	169	+8 Might
Dwarf Steel Breastplate of Might	Chest	32	Uncommon	187	+9 Might
Dwarf Steel Breastplate of Might	Chest	32	Uncommon	187	+20 Might
Dwarf Steel Breastplate of Might	Chest	35	Uncommon	204	+21 Might
Dwarf Steel Breastplate of Might	Chest	41	Uncommon	239	+11 Might
Dwarf Steel Breastplate of Might	Chest	44	Uncommon	257	+12 Might
Dwarf Steel Breastplate of Might	Chest	47	Uncommon	274	+13 Might, +34 Max Power
Dwarf Steel Breastplate of Might	Chest	50	Uncommon	292	+30 Might
Dwarf Steel Breastplate of Vigour	Chest	19	Uncommon	111	+5 Vitality
Dwarf Steel Breastplate of Vigour	Chest	35	Uncommon	204	+9 Vitality
Dwarf Steel Breastplate of Vigour	Chest	41	Uncommon	239	+11 Vitality
Dwarf Steel Breastplate of Vigour	Chest	44	Uncommon	257	+12 Vitality
Dwarf Steel Breastplate of Vigour	Chest	47	Uncommon	274	+13 Vitality, +13 Fate
Dwarf Steel Gauntlets	Hands	15	Common	35	—
Dwarf Steel Gauntlets	Hands	17	Common	40	—
Dwarf Steel Gauntlets	Hands	20	Common	47	—
Dwarf Steel Gauntlets	Hands	23	Common	54	—
Dwarf Steel Gauntlets	Hands	26	Common	61	—
Dwarf Steel Gauntlets	Hands	29	Common	68	—
Dwarf Steel Gauntlets	Hands	32	Common	75	—
Dwarf Steel Gauntlets	Hands	35	Common	82	—
Dwarf Steel Gauntlets	Hands	38	Common	89	—
Dwarf Steel Gauntlets	Hands	41	Common	96	—
Dwarf Steel Gauntlets	Hands	44	Common	103	—
Dwarf Steel Gauntlets	Hands	47	Common	110	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Steel Gauntlets of Courage	Hands	28	Uncommon	82	+39 Morale Regeneration in Combat
Dwarf Steel Gauntlets of Courage	Hands	45	Uncommon	131	+63 Morale Regeneration in Combat
Dwarf Steel Gauntlets of Courage	Hands	49	Uncommon	143	+69 Morale Regeneration in Combat
Dwarf Steel Gauntlets of Determination	Hands	39	Uncommon	114	+11 Will
Dwarf Steel Gauntlets of Determination	Hands	43	Uncommon	125	+12 Will
Dwarf Steel Gauntlets of Fate	Hands	16	Uncommon	47	+5 Fate
Dwarf Steel Gauntlets of Fate	Hands	23	Uncommon	67	+6 Fate
Dwarf Steel Gauntlets of Fate	Hands	43	Uncommon	125	+12 Fate
Dwarf Steel Gauntlets of Fate	Hands	49	Uncommon	143	+13 Fate
Dwarf Steel Gauntlets of Fate	Hands	50	Uncommon	146	+14 Fate
Dwarf Steel Gauntlets of Fleetness	Hands	19	Uncommon	55	+5 Agility
Dwarf Steel Gauntlets of Fleetness	Hands	21	Uncommon	61	+6 Agility
Dwarf Steel Gauntlets of Fleetness	Hands	28	Uncommon	82	+8 Agility
Dwarf Steel Gauntlets of Fleetness	Hands	36	Uncommon	105	+9 Agility
Dwarf Steel Gauntlets of Fleetness	Hands	39	Uncommon	114	+11 Agility
Dwarf Steel Gauntlets of Fleetness	Hands	43	Uncommon	125	+12 Agility
Dwarf Steel Gauntlets of Fleetness	Hands	45	Uncommon	131	+27 Agility
Dwarf Steel Gauntlets of Might	Hands	33	Uncommon	96	+9 Might
Dwarf Steel Gauntlets of Might	Hands	33	Uncommon	96	+20 Might
Dwarf Steel Gauntlets of Might	Hands	36	Uncommon	105	+9 Might
Dwarf Steel Gauntlets of Might	Hands	39	Uncommon	114	+11 Might
Dwarf Steel Gauntlets of Might	Hands	39	Uncommon	114	+24 Might
Dwarf Steel Gauntlets of Might	Hands	43	Uncommon	125	+12 Might, +12 Vitality
Dwarf Steel Gauntlets of Might	Hands	50	Uncommon	146	+30 Might
Dwarf Steel Gauntlets of Might	Hands	50	Uncommon	146	+30 Might, +14 Vitality
Dwarf Steel Gauntlets of Rallying	Hands	36	Uncommon	105	1% Healing Bonus
Dwarf Steel Gauntlets of Rallying	Hands	49	Uncommon	143	2% Healing Bonus
Dwarf Steel Gauntlets of Vigour	Hands	15	Uncommon	44	+4 Vitality
Dwarf Steel Gauntlets of Vigour	Hands	26	Uncommon	76	+8 Vitality
Dwarf Steel Gauntlets of Vigour	Hands	28	Uncommon	82	+8 Vitality
Dwarf Steel Gauntlets of Vigour	Hands	45	Uncommon	131	+12 Vitality
Dwarf Steel Gloves	Hands	15	Common	35	—
Dwarf Steel Gloves	Hands	17	Common	40	—
Dwarf Steel Gloves	Hands	20	Common	47	—
Dwarf Steel Gloves	Hands	23	Common	54	—
Dwarf Steel Gloves	Hands	26	Common	61	—
Dwarf Steel Gloves	Hands	29	Common	68	—
Dwarf Steel Gloves	Hands	32	Common	75	—
Dwarf Steel Gloves	Hands	35	Common	82	—
Dwarf Steel Gloves	Hands	38	Common	89	—
Dwarf Steel Gloves	Hands	41	Common	96	—
Dwarf Steel Gloves	Hands	44	Common	103	—
Dwarf Steel Gloves	Hands	47	Common	110	—
Dwarf Steel Gloves of Courage	Hands	28	Uncommon	82	+39 Morale Regeneration in Combat
Dwarf Steel Gloves of Courage	Hands	43	Uncommon	125	+60 Morale Regeneration in Combat
Dwarf Steel Gloves of Courage	Hands	49	Uncommon	143	+69 Morale Regeneration in Combat
Dwarf Steel Gloves of Fate	Hands	15	Uncommon	44	+4 Fate
Dwarf Steel Gloves of Fate	Hands	33	Uncommon	96	+9 Fate
Dwarf Steel Gloves of Fate	Hands	49	Uncommon	143	+13 Fate, +13 Might
Dwarf Steel Gloves of Fleetness	Hands	21	Uncommon	61	+6 Agility
Dwarf Steel Gloves of Fleetness	Hands	36	Uncommon	105	+9 Agility
Dwarf Steel Gloves of Fleetness	Hands	45	Uncommon	131	+12 Agility
Dwarf Steel Gloves of Fleetness	Hands	50	Uncommon	146	+70 Morale Regeneration in Combat, +14 Agility
Dwarf Steel Gloves of Might	Hands	23	Uncommon	67	+6 Might
Dwarf Steel Gloves of Might	Hands	33	Uncommon	96	+9 Might
Dwarf Steel Gloves of Might	Hands	36	Uncommon	105	+9 Might

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Steel Gloves of Might	Hands	39	Uncommon	114	+24 Might
Dwarf Steel Gloves of Might	Hands	43	Uncommon	125	+12 Might
Dwarf Steel Gloves of Might	Hands	45	Uncommon	131	+12 Might
Dwarf Steel Gloves of Might	Hands	49	Uncommon	143	+13 Might, +13 Fate
Dwarf Steel Gloves of Rallying	Hands	33	Uncommon	96	1% Healing Bonus
Dwarf Steel Gloves of Rallying	Hands	43	Uncommon	125	2% Healing Bonus
Dwarf Steel Gloves of Rallying	Hands	45	Uncommon	131	1% Healing Bonus, +12 Agility
Dwarf Steel Gloves of Rallying	Hands	49	Uncommon	143	1% Healing Bonus, +13 Vitality
Dwarf Steel Gloves of Rallying	Hands	50	Uncommon	146	2% Healing Bonus
Dwarf Steel Gloves of Rallying	Hands	50	Uncommon	146	1% Healing Bonus
Dwarf Steel Gloves of Vigour	Hands	16	Uncommon	47	+5 Vitality
Dwarf Steel Gloves of Vigour	Hands	36	Uncommon	105	+9 Vitality
Dwarf Steel Gloves of Vigour	Hands	39	Uncommon	114	+11 Vitality
Dwarf Steel Gloves of Vigour	Hands	45	Uncommon	131	+12 Vitality
Dwarf Steel Jacket	Chest	15	Common	70	—
Dwarf Steel Jacket	Chest	17	Common	79	—
Dwarf Steel Jacket	Chest	20	Common	93	—
Dwarf Steel Jacket	Chest	23	Common	107	—
Dwarf Steel Jacket	Chest	26	Common	121	—
Dwarf Steel Jacket	Chest	29	Common	135	—
Dwarf Steel Jacket	Chest	32	Common	149	—
Dwarf Steel Jacket	Chest	35	Common	163	—
Dwarf Steel Jacket	Chest	38	Common	177	—
Dwarf Steel Jacket	Chest	41	Common	191	—
Dwarf Steel Jacket	Chest	44	Common	205	—
Dwarf Steel Jacket	Chest	47	Common	219	—
Dwarf Steel Jacket of Determination	Chest	27	Uncommon	157	+8 Will
Dwarf Steel Jacket of Determination	Chest	41	Uncommon	239	+11 Will
Dwarf Steel Jacket of Determination	Chest	41	Uncommon	239	+24 Will
Dwarf Steel Jacket of Determination	Chest	50	Uncommon	292	+14 Will, +14 Might
Dwarf Steel Jacket of Fate	Chest	29	Uncommon	169	+8 Fate
Dwarf Steel Jacket of Fate	Chest	38	Uncommon	222	+10 Fate
Dwarf Steel Jacket of Fate	Chest	47	Uncommon	274	+13 Fate, +13 Might
Dwarf Steel Jacket of Fate	Chest	50	Uncommon	292	+14 Fate, +14 Vitality
Dwarf Steel Jacket of Fleetness	Chest	23	Uncommon	134	+6 Agility
Dwarf Steel Jacket of Fleetness	Chest	32	Uncommon	187	+9 Agility, +24 Max Power
Dwarf Steel Jacket of Fleetness	Chest	35	Uncommon	204	+9 Agility, +26 Max Power
Dwarf Steel Jacket of Might	Chest	21	Uncommon	122	+6 Might
Dwarf Steel Jacket of Might	Chest	32	Uncommon	187	+9 Might
Dwarf Steel Jacket of Might	Chest	38	Uncommon	222	+23 Might, +28 Max Power
Dwarf Steel Jacket of Might	Chest	41	Uncommon	239	+11 Might
Dwarf Steel Jacket of Might	Chest	44	Uncommon	257	+12 Might
Dwarf Steel Jacket of Might	Chest	44	Uncommon	257	+27 Might
Dwarf Steel Jacket of Might	Chest	47	Uncommon	274	+29 Might
Dwarf Steel Jacket of Vigour	Chest	17	Uncommon	99	+5 Vitality
Dwarf Steel Jacket of Vigour	Chest	29	Uncommon	169	+8 Vitality
Dwarf Steel Jacket of Vigour	Chest	35	Uncommon	204	+9 Vitality
Dwarf Steel Jacket of Vigour	Chest	38	Uncommon	222	+10 Vitality
Dwarf Steel Jacket of Vigour	Chest	44	Uncommon	257	+12 Vitality
Dwarf Steel Jacket of Vigour	Chest	47	Uncommon	274	+13 Vitality
Dwarf Steel Jacket of Vigour	Chest	47	Uncommon	274	+13 Vitality, 2% Wound Resistance
Dwarf Steel Jacket of Vigour	Chest	50	Uncommon	292	+14 Vitality, +36 Max Power
Dwarf Steel Leggings	Legs	15	Common	58	—
Dwarf Steel Leggings	Legs	17	Common	66	—
Dwarf Steel Leggings	Legs	20	Common	78	—
Dwarf Steel Leggings	Legs	23	Common	89	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Steel Leggings	Legs	26	Common	101	—
Dwarf Steel Leggings	Legs	26	Uncommon	126	+8 Will
Dwarf Steel Leggings	Legs	29	Common	113	—
Dwarf Steel Leggings	Legs	32	Common	124	—
Dwarf Steel Leggings	Legs	35	Common	136	—
Dwarf Steel Leggings	Legs	38	Common	148	—
Dwarf Steel Leggings	Legs	41	Common	159	—
Dwarf Steel Leggings	Legs	44	Common	171	—
Dwarf Steel Leggings	Legs	47	Common	183	—
Dwarf Steel Leggings of Courage	Legs	29	Uncommon	141	+81 Morale Regeneration in Combat
Dwarf Steel Leggings of Courage	Legs	32	Uncommon	156	+90 Morale Regeneration in Combat
Dwarf Steel Leggings of Courage	Legs	35	Uncommon	170	+98 Morale Regeneration in Combat
Dwarf Steel Leggings of Courage	Legs	41	Uncommon	199	+1.1 Morale Regeneration in Combat
Dwarf Steel Leggings of Courage	Legs	44	Uncommon	214	+1.8 Morale Regeneration in Combat
Dwarf Steel Leggings of Determination	Legs	38	Uncommon	185	+10 Will
Dwarf Steel Leggings of Determination	Legs	50	Uncommon	243	+30 Will, +1.4 Morale Regeneration in Combat
Dwarf Steel Leggings of Determination	Legs	50	Uncommon	243	+30 Will
Dwarf Steel Leggings of Fleetness	Legs	29	Uncommon	141	+8 Agility
Dwarf Steel Leggings of Fleetness	Legs	35	Uncommon	170	+9 Agility
Dwarf Steel Leggings of Fleetness	Legs	38	Uncommon	185	+23 Agility
Dwarf Steel Leggings of Fleetness	Legs	44	Uncommon	214	+27 Agility
Dwarf Steel Leggings of Fleetness	Legs	50	Uncommon	243	+14 Agility, +14 Might
Dwarf Steel Leggings of Fleetness	Legs	50	Uncommon	243	+30 Agility
Dwarf Steel Leggings of Might	Legs	32	Uncommon	156	+9 Might
Dwarf Steel Leggings of Might	Legs	35	Uncommon	170	+9 Might
Dwarf Steel Leggings of Might	Legs	41	Uncommon	199	+11 Might, +11 Will
Dwarf Steel Leggings of Vigour	Legs	38	Uncommon	185	+10 Vitality
Dwarf Steel Leggings of Vigour	Legs	41	Uncommon	199	+11 Vitality
Dwarf Steel Shoes	Feet	15	Common	28	—
Dwarf Steel Shoes	Feet	16	Uncommon	37	+5 Agility
Dwarf Steel Shoes	Feet	17	Common	32	—
Dwarf Steel Shoes	Feet	20	Common	37	—
Dwarf Steel Shoes	Feet	23	Common	43	—
Dwarf Steel Shoes	Feet	26	Common	49	—
Dwarf Steel Shoes	Feet	29	Common	54	—
Dwarf Steel Shoes	Feet	32	Common	60	—
Dwarf Steel Shoes	Feet	35	Common	65	—
Dwarf Steel Shoes	Feet	38	Common	71	—
Dwarf Steel Shoes	Feet	41	Common	77	—
Dwarf Steel Shoes	Feet	44	Common	82	—
Dwarf Steel Shoes	Feet	47	Common	88	—
Dwarf Steel Shoes of Fate	Feet	42	Uncommon	98	+12 Fate
Dwarf Steel Shoes of Fleetness	Feet	30	Uncommon	70	+8 Agility
Dwarf Steel Shoes of Fleetness	Feet	33	Uncommon	77	+9 Agility
Dwarf Steel Shoes of Fleetness	Feet	36	Uncommon	84	+9 Agility
Dwarf Steel Shoes of Fleetness	Feet	39	Uncommon	91	+11 Agility
Dwarf Steel Shoes of Fleetness	Feet	39	Uncommon	91	+24 Agility
Dwarf Steel Shoes of Fleetness	Feet	42	Uncommon	98	+12 Agility
Dwarf Steel Shoes of Fleetness	Feet	45	Uncommon	105	+12 Agility
Dwarf Steel Shoes of Fleetness	Feet	49	Uncommon	114	+13 Agility
Dwarf Steel Shoes of Fleetness	Feet	50	Uncommon	117	+14 Agility
Dwarf Steel Shoes of Fleetness	Feet	50	Uncommon	117	+14 Agility, +14 Might
Dwarf Steel Shoes of Might	Feet	21	Uncommon	49	+6 Might
Dwarf Steel Shoes of Might	Feet	24	Uncommon	56	+7 Might
Dwarf Steel Shoes of Might	Feet	36	Uncommon	84	+9 Might
Dwarf Steel Shoes of Might	Feet	39	Uncommon	91	+11 Might

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Steel Shoes of Might	Feet	42	Uncommon	98	+12 Might
Dwarf Steel Shoes of Might	Feet	45	Uncommon	105	+12 Might
Dwarf Steel Shoes of Might	Feet	49	Uncommon	114	+13 Might, +13 Agility
Dwarf Steel Shoes of Might	Feet	50	Uncommon	117	+14 Might
Dwarf Steel Shoes of Vigour	Feet	30	Uncommon	70	+8 Vitality
Dwarf Steel Shoes of Vigour	Feet	33	Uncommon	77	+9 Vitality
Dwarf Steel Shoes of Vigour	Feet	45	Uncommon	105	+12 Vitality
Dwarf Steel Shoes of Vigour	Feet	49	Uncommon	114	+13 Vitality, +35 Max Power
Dwarf Steel Shoes of Vigour	Feet	49	Uncommon	114	+29 Vitality
Dwarf Steel Shoes of Vigour	Feet	50	Uncommon	117	+30 Vitality
Dwarf Steel Shoulder Guards	Shoulders	15	Common	21	—
Dwarf Steel Shoulder Guards	Shoulders	17	Common	24	—
Dwarf Steel Shoulder Guards	Shoulders	20	Common	28	—
Dwarf Steel Shoulder Guards	Shoulders	23	Common	32	—
Dwarf Steel Shoulder Guards	Shoulders	26	Common	36	—
Dwarf Steel Shoulder Guards	Shoulders	29	Common	41	—
Dwarf Steel Shoulder Guards	Shoulders	32	Common	45	—
Dwarf Steel Shoulder Guards	Shoulders	35	Common	49	—
Dwarf Steel Shoulder Guards	Shoulders	38	Common	53	—
Dwarf Steel Shoulder Guards	Shoulders	41	Common	57	—
Dwarf Steel Shoulder Guards	Shoulders	44	Common	62	—
Dwarf Steel Shoulder Guards	Shoulders	47	Common	66	—
Dwarf Steel Shoulder Guards of Determination	Shoulders	34	Uncommon	59	+9 Will
Dwarf Steel Shoulder Guards of Determination	Shoulders	46	Uncommon	80	+12 Will
Dwarf Steel Shoulder Guards of Determination	Shoulders	46	Uncommon	80	+12 Will, +33 Max Power
Dwarf Steel Shoulder Guards of Fate	Shoulders	15	Uncommon	26	+4 Fate
Dwarf Steel Shoulder Guards of Fate	Shoulders	28	Uncommon	49	+8 Fate
Dwarf Steel Shoulder Guards of Fate	Shoulders	37	Uncommon	65	+10 Fate
Dwarf Steel Shoulder Guards of Fate	Shoulders	43	Uncommon	75	+12 Fate
Dwarf Steel Shoulder Guards of Fate	Shoulders	49	Uncommon	86	+13 Fate
Dwarf Steel Shoulder Guards of Fate	Shoulders	50	Uncommon	87	+14 Fate
Dwarf Steel Shoulder Guards of Fate	Shoulders	50	Uncommon	87	+30 Fate, +36 Max Power
Dwarf Steel Shoulder Guards of Fleetness	Shoulders	43	Uncommon	75	+12 Agility
Dwarf Steel Shoulder Guards of Fleetness	Shoulders	46	Uncommon	80	+12 Agility
Dwarf Steel Shoulder Guards of Might	Shoulders	31	Uncommon	54	+8 Might
Dwarf Steel Shoulder Guards of Might	Shoulders	34	Uncommon	59	+9 Might
Dwarf Steel Shoulder Guards of Might	Shoulders	43	Uncommon	75	+26 Might, +12 Will
Dwarf Steel Shoulder Guards of Might	Shoulders	50	Uncommon	87	+30 Might
Dwarf Steel Shoulder Guards of Vigour	Shoulders	24	Uncommon	42	+7 Vitality
Dwarf Steel Shoulder Guards of Vigour	Shoulders	28	Uncommon	49	+8 Vitality
Dwarf Steel Shoulder Guards of Vigour	Shoulders	43	Uncommon	75	+12 Vitality
Dwarf Steel Shoulder Guards of Vigour	Shoulders	46	Uncommon	80	+12 Vitality, +33 Max Power
Dwarf Steel Shoulder Guards of Vigour	Shoulders	50	Uncommon	87	+14 Vitality, +14 Will
Dwarf Steel Shoulder Pads	Shoulders	15	Common	21	—
Dwarf Steel Shoulder Pads	Shoulders	17	Common	24	—
Dwarf Steel Shoulder Pads	Shoulders	20	Common	28	—
Dwarf Steel Shoulder Pads	Shoulders	23	Common	32	—
Dwarf Steel Shoulder Pads	Shoulders	26	Common	36	—
Dwarf Steel Shoulder Pads	Shoulders	29	Common	41	—
Dwarf Steel Shoulder Pads	Shoulders	32	Common	45	—
Dwarf Steel Shoulder Pads	Shoulders	35	Common	49	—
Dwarf Steel Shoulder Pads	Shoulders	38	Common	53	—
Dwarf Steel Shoulder Pads	Shoulders	41	Common	57	—
Dwarf Steel Shoulder Pads	Shoulders	44	Common	62	—
Dwarf Steel Shoulder Pads	Shoulders	47	Common	66	—
Dwarf Steel Shoulder Pads of Determination	Shoulders	21	Uncommon	37	+6 Will



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Dwarf Steel Shoulder Pads of Determination	Shoulders	26	Uncommon	45	+8 Will
Dwarf Steel Shoulder Pads of Determination	Shoulders	34	Uncommon	59	+9 Will
Dwarf Steel Shoulder Pads of Determination	Shoulders	46	Uncommon	80	+12 Will
Dwarf Steel Shoulder Pads of Determination	Shoulders	49	Uncommon	86	+13 Will
Dwarf Steel Shoulder Pads of Determination	Shoulders	50	Uncommon	87	+14 Will
Dwarf Steel Shoulder Pads of Fate	Shoulders	31	Uncommon	54	+8 Fate
Dwarf Steel Shoulder Pads of Fate	Shoulders	34	Uncommon	59	+21 Fate
Dwarf Steel Shoulder Pads of Fate	Shoulders	37	Uncommon	65	+10 Fate
Dwarf Steel Shoulder Pads of Fate	Shoulders	49	Uncommon	86	+29 Fate, +13 Will
Dwarf Steel Shoulder Pads of Fleetness	Shoulders	17	Uncommon	30	+5 Agility
Dwarf Steel Shoulder Pads of Fleetness	Shoulders	24	Uncommon	42	+7 Agility
Dwarf Steel Shoulder Pads of Fleetness	Shoulders	28	Uncommon	49	+8 Agility
Dwarf Steel Shoulder Pads of Fleetness	Shoulders	34	Uncommon	59	+9 Agility
Dwarf Steel Shoulder Pads of Fleetness	Shoulders	37	Uncommon	65	+10 Agility
Dwarf Steel Shoulder Pads of Fleetness	Shoulders	46	Uncommon	80	+12 Agility, +12 Will
Dwarf Steel Shoulder Pads of Might	Shoulders	15	Uncommon	26	+4 Might
Dwarf Steel Shoulder Pads of Might	Shoulders	31	Uncommon	54	+8 Might
Dwarf Steel Shoulder Pads of Might	Shoulders	43	Uncommon	75	+12 Might
Dwarf Steel Shoulder Pads of Might	Shoulders	43	Uncommon	75	+26 Might
Dwarf Steel Shoulder Pads of Might	Shoulders	46	Uncommon	80	+27 Might
Dwarf Steel Shoulder Pads of Might	Shoulders	49	Uncommon	86	+29 Might
Dwarf Steel Shoulder Pads of Might	Shoulders	49	Uncommon	86	+29 Might, +35 Max Power
Dwarf Steel Shoulder Pads of Might	Shoulders	50	Uncommon	87	+30 Might, +14 Agility
Dwarven Boots	Feet	3	Common	4	—
Dwarven Gauntlets	Hands	1	Common	2	—
Dwarven Gloves	Hands	1	Common	2	—
Dwarven Helmet	Head	4	Common	4	—
Dwarven Leggings	Legs	2	Common	6	—
Dwarven Shirt	Chest	2	Common	7	—
Dwarven Shoes	Feet	3	Common	3	—
Dwarven Shoulder Guards	Shoulders	7	Common	7	—
Dwarven Shoulder Pads	Shoulders	3	Common	2	—
Dwarven Shoulder Pads	Shoulders	3	Common	3	—
Dwarven Steel Leggings of Determination	Legs	15	Uncommon	73	+4 Will
Dwarven Steel Leggings of Determination	Legs	35	Uncommon	170	+9 Will
Dwarven Steel Leggings of Fate	Legs	16	Uncommon	78	+5 Fate
Dwarven Steel Leggings of Fleetness	Legs	27	Uncommon	131	+8 Agility
Dwarven Steel Leggings of Fleetness	Legs	38	Uncommon	185	+10 Agility
Dwarven Steel Leggings of Might	Legs	21	Uncommon	102	+6 Might
Dwarven Trousers	Legs	2	Common	4	—
Dwarven Vest	Chest	2	Common	5	—
Edge-blunter	Chest	26	Rare	136	3% Wound Resistance
Egg Delivering Gloves	Hands	8	Common	14	—
Elladan's Leggings	Legs	38	Rare	117	+1.5 Morale Regeneration in Combat, +10 Will
Elven Boots	Feet	3	Common	4	—
Elven Boots of Rivendell	Feet	45	Rare	127	+27 Vitality, +46 Max Power
Elven Cloth Gauntlets	Hands	1	Common	2	—
Elven Cloth Gloves	Hands	2	Common	2	—
Elven Cloth Gloves	Hands	5	Common	6	—
Elven Cloth Gloves	Hands	8	Common	10	—
Elven Cloth Gloves	Hands	11	Common	14	—
Elven Cloth Gloves	Hands	13	Common	16	—
Elven Cloth Gloves	Hands	15	Common	18	—
Elven Cloth Gloves	Hands	17	Common	22	—
Elven Cloth Gloves	Hands	20	Common	25	—
Elven Cloth Gloves	Hands	23	Common	28	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Cloth Gloves	Hands	26	Common	32	—
Elven Cloth Gloves	Hands	29	Common	36	—
Elven Cloth Gloves	Hands	32	Common	39	—
Elven Cloth Gloves	Hands	35	Common	43	—
Elven Cloth Gloves	Hands	38	Common	46	—
Elven Cloth Gloves	Hands	41	Common	50	—
Elven Cloth Gloves	Hands	44	Common	54	—
Elven Cloth Gloves	Hands	47	Common	57	—
Elven Cloth Jacket	Chest	2	Common	5	—
Elven Cloth Jacket	Chest	5	Common	13	—
Elven Cloth Jacket	Chest	8	Common	20	—
Elven Cloth Jacket	Chest	11	Common	27	—
Elven Cloth Jacket	Chest	13	Common	32	—
Elven Cloth Jacket	Chest	15	Common	37	—
Elven Cloth Jacket	Chest	17	Common	42	—
Elven Cloth Jacket	Chest	20	Common	49	—
Elven Cloth Jacket	Chest	23	Common	57	—
Elven Cloth Jacket	Chest	26	Common	64	—
Elven Cloth Jacket	Chest	29	Common	71	—
Elven Cloth Jacket	Chest	32	Common	78	—
Elven Cloth Jacket	Chest	35	Common	86	—
Elven Cloth Jacket	Chest	38	Common	93	—
Elven Cloth Jacket	Chest	41	Common	100	—
Elven Cloth Jacket	Chest	44	Common	108	—
Elven Cloth Jacket	Chest	47	Common	115	—
Elven Cloth Jacket of Vigour	Chest	47	Uncommon	144	+29 Vitality
Elven Cloth Jacket of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Fate
Elven Cloth Shirt	Chest	2	Common	5	—
Elven Cloth Shirt	Chest	5	Common	13	—
Elven Cloth Shirt	Chest	8	Common	20	—
Elven Cloth Shirt	Chest	11	Common	27	—
Elven Cloth Shirt	Chest	13	Common	32	—
Elven Cloth Shirt	Chest	15	Common	37	—
Elven Cloth Shirt	Chest	17	Common	42	—
Elven Cloth Shirt	Chest	20	Common	49	—
Elven Cloth Shirt	Chest	23	Common	57	—
Elven Cloth Shirt	Chest	26	Common	64	—
Elven Cloth Shirt	Chest	29	Common	71	—
Elven Cloth Shirt	Chest	32	Common	78	—
Elven Cloth Shirt	Chest	35	Common	86	—
Elven Cloth Shirt	Chest	38	Common	93	—
Elven Cloth Shirt	Chest	41	Common	100	—
Elven Cloth Shirt	Chest	44	Common	108	—
Elven Cloth Shirt	Chest	47	Common	115	—
Elven Cloth Shoes	Feet	2	Common	2	—
Elven Cloth Shoes	Feet	5	Common	5	—
Elven Cloth Shoes	Feet	8	Common	8	—
Elven Cloth Shoes	Feet	11	Common	10	—
Elven Cloth Shoes	Feet	13	Common	13	—
Elven Cloth Shoes	Feet	15	Common	15	—
Elven Cloth Shoes	Feet	17	Common	17	—
Elven Cloth Shoes	Feet	20	Common	20	—
Elven Cloth Shoes	Feet	23	Common	22	—
Elven Cloth Shoes	Feet	26	Common	26	—
Elven Cloth Shoes	Feet	29	Common	29	—



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Cloth Shoes	Feet	32	Common	32	—
Elven Cloth Shoes	Feet	35	Common	34	—
Elven Cloth Shoes	Feet	38	Common	37	—
Elven Cloth Shoes	Feet	41	Common	40	—
Elven Cloth Shoes	Feet	44	Common	43	—
Elven Cloth Shoes	Feet	47	Common	46	—
Elven Cloth Shoes of Fleetness	Feet	30	Uncommon	37	+8 Agility
Elven Cloth Shoes of Fleetness	Feet	33	Uncommon	41	+9 Agility
Elven Cloth Shoes of Fleetness	Feet	42	Uncommon	51	+12 Agility
Elven Cloth Shoes of Fleetness	Feet	48	Uncommon	59	+13 Agility
Elven Cloth Shoes of Fleetness	Feet	49	Uncommon	60	+13 Agility
Elven Cloth Shoes of Fleetness	Feet	50	Uncommon	61	+14 Agility
Elven Cloth Shoulder Pads	Shoulders	2	Common	2	—
Elven Cloth Shoulder Pads	Shoulders	5	Common	3	—
Elven Cloth Shoulder Pads	Shoulders	8	Common	6	—
Elven Cloth Shoulder Pads	Shoulders	11	Common	9	—
Elven Cloth Shoulder Pads	Shoulders	13	Common	10	—
Elven Cloth Shoulder Pads	Shoulders	15	Common	10	—
Elven Cloth Shoulder Pads	Shoulders	17	Common	13	—
Elven Cloth Shoulder Pads	Shoulders	20	Common	15	—
Elven Cloth Shoulder Pads	Shoulders	23	Common	17	—
Elven Cloth Shoulder Pads	Shoulders	26	Common	19	—
Elven Cloth Shoulder Pads	Shoulders	29	Common	22	—
Elven Cloth Shoulder Pads	Shoulders	32	Common	23	—
Elven Cloth Shoulder Pads	Shoulders	35	Common	26	—
Elven Cloth Shoulder Pads	Shoulders	38	Common	28	—
Elven Cloth Shoulder Pads	Shoulders	41	Common	30	—
Elven Cloth Shoulder Pads	Shoulders	44	Common	33	—
Elven Cloth Shoulder Pads	Shoulders	47	Common	34	—
Elven Cloth Shoulder Pads of Determination	Shoulders	34	Uncommon	32	+9 Will
Elven Cloth Shoulder Pads of Determination	Shoulders	37	Uncommon	34	+10 Will
Elven Cloth Shoulder Pads of Determination	Shoulders	40	Uncommon	37	+11 Will
Elven Cloth Shoulder Pads of Fate	Shoulders	34	Uncommon	32	+9 Fate
Elven Cloth Shoulder Pads of Fate	Shoulders	37	Uncommon	34	+10 Fate
Elven Cloth Shoulder Pads of Fate	Shoulders	37	Uncommon	34	+23 Fate
Elven Cloth Shoulder Pads of Fate	Shoulders	43	Uncommon	40	+26 Fate, +12 Vitality
Elven Cloth Shoulder Pads of Fate	Shoulders	46	Uncommon	42	+12 Fate
Elven Cloth Shoulder Pads of Fleetness	Shoulders	40	Uncommon	37	+11 Agility
Elven Cloth Shoulder Pads of Might	Shoulders	40	Uncommon	37	+24 Might
Elven Cloth Shoulder Pads of Might	Shoulders	43	Uncommon	40	+26 Might
Elven Cloth Shoulder Pads of Might	Shoulders	46	Uncommon	42	+12 Might
Elven Cloth Shoulder Pads of Vigour	Shoulders	43	Uncommon	40	+12 Vitality
Elven Cloth Shoulder Pads of Vigour	Shoulders	46	Uncommon	42	+12 Vitality
Elven Cloth Trousers	Legs	2	Common	4	—
Elven Cloth Trousers	Legs	5	Common	10	—
Elven Cloth Trousers	Legs	8	Common	16	—
Elven Cloth Trousers	Legs	11	Common	22	—
Elven Cloth Trousers	Legs	13	Common	26	—
Elven Cloth Trousers	Legs	15	Common	30	—
Elven Cloth Trousers	Legs	17	Common	34	—
Elven Cloth Trousers	Legs	20	Common	41	—
Elven Cloth Trousers	Legs	23	Common	47	—
Elven Cloth Trousers	Legs	26	Common	53	—
Elven Cloth Trousers	Legs	29	Common	59	—
Elven Cloth Trousers	Legs	32	Common	65	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Cloth Trousers	Legs	35	Common	72	—
Elven Cloth Trousers	Legs	38	Common	78	—
Elven Cloth Trousers	Legs	41	Common	84	—
Elven Cloth Trousers	Legs	44	Common	90	—
Elven Cloth Trousers	Legs	47	Common	96	—
Elven Cloth Vest	Chest	2	Common	5	—
Elven Cloth Vest	Chest	5	Common	13	—
Elven Cloth Vest	Chest	8	Common	20	—
Elven Cloth Vest	Chest	11	Common	27	—
Elven Cloth Vest	Chest	13	Common	32	—
Elven Cloth Vest	Chest	15	Common	37	—
Elven Cloth Vest	Chest	17	Common	42	—
Elven Cloth Vest	Chest	20	Common	49	—
Elven Cloth Vest	Chest	23	Common	57	—
Elven Cloth Vest	Chest	26	Common	64	—
Elven Cloth Vest	Chest	29	Common	71	—
Elven Cloth Vest	Chest	32	Common	78	—
Elven Cloth Vest	Chest	35	Common	86	—
Elven Cloth Vest	Chest	38	Common	93	—
Elven Cloth Vest	Chest	41	Common	100	—
Elven Cloth Vest	Chest	44	Common	108	—
Elven Cloth Vest	Chest	47	Common	115	—
Elven Cloth Vest of Determination	Chest	50	Uncommon	154	+30 Will
Elven Cloth Vest of Might	Chest	47	Uncommon	144	+13 Might
Elven Decorative Helm of Vigour	Head	50	Uncommon	65	+14 Vitality
Elven Gauntlets of Rivendell	Hands	45	Rare	158	+90 Morale Regeneration in Combat, +27 Agility
Elven Helmet	Head	4	Common	4	—
Elven Jacket of Rivendell	Chest	45	Rare	316	+27 Might, +12 Vitality
Elven Leather Boots	Feet	2	Common	3	—
Elven Leather Boots	Feet	5	Common	7	—
Elven Leather Boots	Feet	8	Common	11	—
Elven Leather Boots	Feet	11	Common	15	—
Elven Leather Boots	Feet	13	Common	18	—
Elven Leather Boots	Feet	15	Common	22	—
Elven Leather Boots	Feet	17	Common	24	—
Elven Leather Boots	Feet	20	Common	28	—
Elven Leather Boots	Feet	23	Common	32	—
Elven Leather Boots	Feet	26	Common	36	—
Elven Leather Boots	Feet	29	Common	40	—
Elven Leather Boots	Feet	32	Common	45	—
Elven Leather Boots	Feet	35	Common	49	—
Elven Leather Boots	Feet	38	Common	53	—
Elven Leather Boots	Feet	41	Common	57	—
Elven Leather Boots	Feet	44	Common	61	—
Elven Leather Boots	Feet	47	Common	65	—
Elven Leather Boots of Determination	Feet	39	Uncommon	68	+11 Will
Elven Leather Boots of Determination	Feet	43	Uncommon	75	+12 Will
Elven Leather Boots of Fate	Feet	33	Uncommon	57	+9 Fate
Elven Leather Boots of Fleetness	Feet	30	Uncommon	52	+8 Agility
Elven Leather Boots of Fleetness	Feet	50	Uncommon	86	+30 Agility
Elven Leather Boots of Might	Feet	33	Uncommon	57	+9 Might
Elven Leather Boots of Might	Feet	46	Uncommon	80	+12 Might
Elven Leather Boots of Might	Feet	50	Uncommon	86	+14 Might
Elven Leather Boots of Vigour	Feet	30	Uncommon	52	+8 Vitality
Elven Leather Boots of Vigour	Feet	33	Uncommon	57	+9 Vitality



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Leather Boots of Vigour	Feet	39	Uncommon	68	+11 Vitality
Elven Leather Boots of Vigour	Feet	39	Uncommon	68	+24 Vitality
Elven Leather Boots of Vigour	Feet	43	Uncommon	75	+12 Vitality
Elven Leather Boots of Vigour	Feet	46	Uncommon	80	+12 Vitality, +12 Might
Elven Leather Gauntlets	Hands	2	Common	3	—
Elven Leather Gauntlets	Hands	5	Common	10	—
Elven Leather Gauntlets	Hands	8	Common	14	—
Elven Leather Gauntlets	Hands	11	Common	19	—
Elven Leather Gauntlets	Hands	13	Common	22	—
Elven Leather Gauntlets	Hands	15	Common	26	—
Elven Leather Gauntlets	Hands	17	Common	30	—
Elven Leather Gauntlets	Hands	20	Common	34	—
Elven Leather Gauntlets	Hands	23	Common	40	—
Elven Leather Gauntlets	Hands	26	Common	45	—
Elven Leather Gauntlets	Hands	29	Common	50	—
Elven Leather Gauntlets	Hands	32	Common	56	—
Elven Leather Gauntlets	Hands	35	Common	61	—
Elven Leather Gauntlets	Hands	38	Common	66	—
Elven Leather Gauntlets	Hands	41	Common	71	—
Elven Leather Gauntlets	Hands	44	Common	76	—
Elven Leather Gauntlets	Hands	47	Common	82	—
Elven Leather Gauntlets of Courage	Hands	50	Uncommon	109	+70 Morale Regeneration in Combat
Elven Leather Gauntlets of Determination	Hands	33	Uncommon	71	+9 Will
Elven Leather Gauntlets of Determination	Hands	39	Uncommon	85	+11 Will
Elven Leather Gauntlets of Fate	Hands	39	Uncommon	85	+11 Fate
Elven Leather Gauntlets of Fate	Hands	43	Uncommon	94	+12 Fate, +12 Might
Elven Leather Gauntlets of Fate	Hands	50	Uncommon	109	+14 Fate
Elven Leather Gauntlets of Fate	Hands	50	Uncommon	109	+14 Fate, +14 Vitality
Elven Leather Gauntlets of Fleetness	Hands	30	Uncommon	65	+8 Agility
Elven Leather Gauntlets of Fleetness	Hands	46	Uncommon	100	+12 Agility
Elven Leather Gauntlets of Fleetness	Hands	50	Uncommon	109	+14 Agility
Elven Leather Gauntlets of Might	Hands	30	Uncommon	65	+8 Might
Elven Leather Gauntlets of Might	Hands	43	Uncommon	94	+12 Might
Elven Leather Gauntlets of Might	Hands	43	Uncommon	94	+26 Might
Elven Leather Gauntlets of Might	Hands	46	Uncommon	100	+12 Might
Elven Leather Gauntlets of Might	Hands	46	Uncommon	100	+27 Might
Elven Leather Gauntlets of Rallying	Hands	33	Uncommon	71	1% Healing Bonus
Elven Leather Gauntlets of Rallying	Hands	46	Uncommon	100	1% Healing Bonus
Elven Leather Gauntlets of Vigour	Hands	30	Uncommon	65	+8 Vitality
Elven Leather Gauntlets of Vigour	Hands	33	Uncommon	71	+9 Vitality
Elven Leather Gloves	Hands	1	Common	2	—
Elven Leather Gloves	Hands	2	Common	3	—
Elven Leather Gloves	Hands	5	Common	10	—
Elven Leather Gloves	Hands	8	Common	14	—
Elven Leather Gloves	Hands	11	Common	19	—
Elven Leather Gloves	Hands	13	Common	22	—
Elven Leather Gloves	Hands	15	Common	26	—
Elven Leather Gloves	Hands	17	Common	30	—
Elven Leather Gloves	Hands	20	Common	34	—
Elven Leather Gloves	Hands	23	Common	40	—
Elven Leather Gloves	Hands	26	Common	45	—
Elven Leather Gloves	Hands	29	Common	50	—
Elven Leather Gloves	Hands	32	Common	56	—
Elven Leather Gloves	Hands	35	Common	61	—
Elven Leather Gloves	Hands	38	Common	66	—
Elven Leather Gloves	Hands	41	Common	71	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Leather Gloves	Hands	44	Common	76	—
Elven Leather Gloves	Hands	47	Common	82	—
Elven Leather Gloves of Courage	Hands	46	Uncommon	100	+64 Morale Regeneration in Combat
Elven Leather Gloves of Fleetness	Hands	39	Uncommon	85	+11 Agility
Elven Leather Gloves of Fleetness	Hands	46	Uncommon	100	+12 Agility
Elven Leather Gloves of Might	Hands	30	Uncommon	65	+8 Might
Elven Leather Gloves of Might	Hands	33	Uncommon	71	+9 Might
Elven Leather Gloves of Might	Hands	39	Uncommon	85	+11 Might
Elven Leather Gloves of Might	Hands	46	Uncommon	100	+12 Might
Elven Leather Gloves of Might	Hands	46	Uncommon	100	+27 Might
Elven Leather Gloves of Might	Hands	50	Uncommon	109	+30 Might
Elven Leather Gloves of Rallying	Hands	30	Uncommon	65	1% Healing Bonus
Elven Leather Gloves of Rallying	Hands	33	Uncommon	71	1% Healing Bonus
Elven Leather Gloves of Rallying	Hands	39	Uncommon	85	1% Healing Bonus
Elven Leather Gloves of Rallying	Hands	43	Uncommon	94	1% Healing Bonus
Elven Leather Gloves of Rallying	Hands	50	Uncommon	109	2% Healing Bonus
Elven Leather Gloves of Vigour	Hands	33	Uncommon	71	+9 Vitality
Elven Leather Gloves of Vigour	Hands	43	Uncommon	94	+12 Vitality, +12 Agility
Elven Leather Helm of Determination	Head	28	Uncommon	26	+8 Will
Elven Leather Helm of Determination	Head	34	Uncommon	32	+9 Will
Elven Leather Helm of Fate	Head	46	Uncommon	42	+12 Fate
Elven Leather Helm of Fleetness	Head	26	Uncommon	24	+8 Agility
Elven Leather Helm of Fleetness	Head	31	Uncommon	28	+8 Agility
Elven Leather Helm of Fleetness	Head	43	Uncommon	40	+12 Agility
Elven Leather Helm of Fleetness	Head	49	Uncommon	45	+13 Agility
Elven Leather Helm of Fleetness	Head	50	Uncommon	46	+14 Agility
Elven Leather Jacket	Chest	2	Common	7	—
Elven Leather Jacket	Chest	5	Common	18	—
Elven Leather Jacket	Chest	8	Common	28	—
Elven Leather Jacket	Chest	11	Common	38	—
Elven Leather Jacket	Chest	13	Common	45	—
Elven Leather Jacket	Chest	15	Common	52	—
Elven Leather Jacket	Chest	17	Common	59	—
Elven Leather Jacket	Chest	20	Common	69	—
Elven Leather Jacket	Chest	23	Common	80	—
Elven Leather Jacket	Chest	26	Common	90	—
Elven Leather Jacket	Chest	29	Common	101	—
Elven Leather Jacket	Chest	32	Common	111	—
Elven Leather Jacket	Chest	35	Common	122	—
Elven Leather Jacket	Chest	38	Common	132	—
Elven Leather Jacket	Chest	41	Common	142	—
Elven Leather Jacket	Chest	44	Common	153	—
Elven Leather Jacket	Chest	47	Common	163	—
Elven Leather Jacket	Chest	50	Uncommon	217	—
Elven Leather Jacket of Determination	Chest	42	Uncommon	183	+12 Will
Elven Leather Jacket of Determination	Chest	45	Uncommon	196	+27 Will
Elven Leather Jacket of Determination	Chest	48	Uncommon	208	+29 Will
Elven Leather Jacket of Fleetness	Chest	45	Uncommon	196	+12 Agility
Elven Leather Jacket of Fleetness	Chest	48	Uncommon	208	+13 Agility, +13 Might
Elven Leather Jacket of Fleetness	Chest	49	Uncommon	213	+13 Agility, +13 Fate
Elven Leather Jacket of Fleetness	Chest	49	Uncommon	213	+13 Agility, +35 Max Power
Elven Leather Jacket of Fleetness	Chest	50	Uncommon	217	+14 Agility, +36 Max Power
Elven Leather Jacket of Might	Chest	38	Uncommon	165	+10 Might
Elven Leather Jacket of Might	Chest	38	Uncommon	165	+23 Might
Elven Leather Jacket of Might	Chest	48	Uncommon	208	+29 Might
Elven Leather Jacket of Might	Chest	50	Uncommon	217	+30 Might



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Elven Leather Jacket of Vigour	Chest	32	Uncommon	139	+9 Vitality	
Elven Leather Jacket of Vigour	Chest	38	Uncommon	165	+23 Vitality	
Elven Leather Jacket of Vigour	Chest	42	Uncommon	183	+26 Vitality, +12 Might	
Elven Leather Jacket of Vigour	Chest	45	Uncommon	196	+27 Vitality	
Elven Leather Jacket of Vigour	Chest	48	Uncommon	208	+13 Vitality, +35 Max Power	
Elven Leather Jacket of Vigour	Chest	48	Uncommon	208	+13 Vitality	
Elven Leather Leggings	Legs	2	Common	6	—	
Elven Leather Leggings	Legs	5	Common	14	—	
Elven Leather Leggings	Legs	8	Common	23	—	
Elven Leather Leggings	Legs	11	Common	32	—	
Elven Leather Leggings	Legs	13	Common	38	—	
Elven Leather Leggings	Legs	15	Common	44	—	
Elven Leather Leggings	Legs	17	Common	49	—	
Elven Leather Leggings	Legs	20	Common	58	—	
Elven Leather Leggings	Legs	23	Common	66	—	
Elven Leather Leggings	Legs	26	Common	75	—	
Elven Leather Leggings	Legs	29	Common	84	—	
Elven Leather Leggings	Legs	32	Common	93	—	
Elven Leather Leggings	Legs	35	Common	102	—	
Elven Leather Leggings	Legs	38	Common	110	—	
Elven Leather Leggings	Legs	41	Common	119	—	
Elven Leather Leggings	Legs	44	Common	127	—	
Elven Leather Leggings	Legs	47	Common	136	—	
Elven Leather Leggings of Courage	Legs	38	Uncommon	138	+1.5 Morale Regeneration in Combat	
Elven Leather Leggings of Courage	Legs	45	Uncommon	163	+1.3 Morale Regeneration in Combat	
Elven Leather Leggings of Courage	Legs	50	Uncommon	181	+2 Morale Regeneration in Combat	
Elven Leather Leggings of Determination	Legs	32	Uncommon	116	+9 Will	
Elven Leather Leggings of Determination	Legs	42	Uncommon	152	+26 Will	
Elven Leather Leggings of Determination	Legs	48	Uncommon	174	+13 Will	
Elven Leather Leggings of Determination	Legs	48	Uncommon	174	+29 Will	
Elven Leather Leggings of Determination	Legs	49	Uncommon	177	+13 Will	
Elven Leather Leggings of Determination	Legs	49	Uncommon	177	+29 Will	
Elven Leather Leggings of Determination	Legs	50	Uncommon	181	+14 Will	
Elven Leather Leggings of Fate	Legs	48	Uncommon	174	+13 Fate	
Elven Leather Leggings of Fleetness	Legs	38	Uncommon	138	+23 Agility	
Elven Leather Leggings of Fleetness	Legs	42	Uncommon	152	+12 Agility	
Elven Leather Leggings of Fleetness	Legs	45	Uncommon	163	+27 Agility	
Elven Leather Leggings of Fleetness	Legs	50	Uncommon	181	+30 Agility	
Elven Leather Leggings of Might	Legs	32	Uncommon	116	+9 Might	
Elven Leather Leggings of Might	Legs	42	Uncommon	152	+12 Might	
Elven Leather Leggings of Might	Legs	45	Uncommon	163	+12 Might, +12 Vitality	
Elven Leather Leggings of Might	Legs	48	Uncommon	174	+13 Might	
Elven Leather Leggings of Might	Legs	49	Uncommon	177	+13 Might, +1.4 Morale Regeneration in Combat	
Elven Leather Leggings of Vigour	Legs	45	Uncommon	163	+12 Vitality, +12 Might	
Elven Leather Shirt	Chest	2	Common	7	—	
Elven Leather Shirt	Chest	5	Common	18	—	
Elven Leather Shirt	Chest	8	Common	28	—	
Elven Leather Shirt	Chest	11	Common	38	—	
Elven Leather Shirt	Chest	13	Common	45	—	
Elven Leather Shirt	Chest	15	Common	52	—	
Elven Leather Shirt	Chest	17	Common	59	—	
Elven Leather Shirt	Chest	20	Common	69	—	
Elven Leather Shirt	Chest	23	Common	80	—	
Elven Leather Shirt	Chest	26	Common	90	—	
Elven Leather Shirt	Chest	29	Common	101	—	
Elven Leather Shirt	Chest	32	Common	111	—	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Leather Shirt	Chest	35	Common	122	—
Elven Leather Shirt	Chest	38	Common	132	—
Elven Leather Shirt	Chest	41	Common	142	—
Elven Leather Shirt	Chest	44	Common	153	—
Elven Leather Shirt	Chest	47	Common	163	—
Elven Leather Shirt of Determination	Chest	42	Uncommon	183	+26 Will
Elven Leather Shirt of Fate	Chest	38	Uncommon	165	+10 Fate
Elven Leather Shirt of Fate	Chest	48	Uncommon	208	+13 Fate
Elven Leather Shirt of Fate	Chest	49	Uncommon	213	+13 Fate
Elven Leather Shirt of Fleetness	Chest	38	Uncommon	165	+10 Agility
Elven Leather Shirt of Fleetness	Chest	42	Uncommon	183	+12 Agility
Elven Leather Shirt of Might	Chest	32	Uncommon	139	+9 Might
Elven Leather Shirt of Might	Chest	42	Uncommon	183	+12 Might
Elven Leather Shirt of Might	Chest	45	Uncommon	196	+12 Might
Elven Leather Shirt of Might	Chest	49	Uncommon	213	+29 Might
Elven Leather Shirt of Might	Chest	50	Uncommon	217	+30 Might
Elven Leather Shirt of Vigour	Chest	42	Uncommon	183	+12 Vitality
Elven Leather Shirt of Vigour	Chest	48	Uncommon	208	+29 Vitality
Elven Leather Shirt of Vigour	Chest	49	Uncommon	213	+13 Vitality
Elven Leather Shoes	Feet	2	Common	3	—
Elven Leather Shoes	Feet	5	Common	7	—
Elven Leather Shoes	Feet	8	Common	11	—
Elven Leather Shoes	Feet	11	Common	15	—
Elven Leather Shoes	Feet	13	Common	18	—
Elven Leather Shoes	Feet	15	Common	22	—
Elven Leather Shoes	Feet	17	Common	24	—
Elven Leather Shoes	Feet	20	Common	28	—
Elven Leather Shoes	Feet	23	Common	32	—
Elven Leather Shoes	Feet	26	Common	36	—
Elven Leather Shoes	Feet	29	Common	40	—
Elven Leather Shoes	Feet	32	Common	45	—
Elven Leather Shoes	Feet	35	Common	49	—
Elven Leather Shoes	Feet	38	Common	53	—
Elven Leather Shoes	Feet	41	Common	57	—
Elven Leather Shoes	Feet	44	Common	61	—
Elven Leather Shoes	Feet	47	Common	65	—
Elven Leather Shoes of Determination	Feet	33	Uncommon	57	+9 Will
Elven Leather Shoes of Determination	Feet	39	Uncommon	68	+11 Will
Elven Leather Shoes of Determination	Feet	43	Uncommon	75	+12 Will
Elven Leather Shoes of Fate	Feet	39	Uncommon	68	+11 Fate
Elven Leather Shoes of Fleetness	Feet	39	Uncommon	68	+24 Agility
Elven Leather Shoes of Fleetness	Feet	50	Uncommon	86	+14 Agility
Elven Leather Shoes of Fleetness	Feet	50	Uncommon	86	+14 Agility, +14 Vitality
Elven Leather Shoes of Fleetness	Feet	50	Uncommon	86	+14 Agility, +36 Max Power
Elven Leather Shoes of Fleetness	Feet	50	Uncommon	86	+30 Agility
Elven Leather Shoes of Might	Feet	30	Uncommon	52	+8 Might
Elven Leather Shoes of Might	Feet	43	Uncommon	75	+12 Might
Elven Leather Shoes of Might	Feet	46	Uncommon	80	+12 Might
Elven Leather Shoes of Vigour	Feet	30	Uncommon	52	+8 Vitality
Elven Leather Shoes of Vigour	Feet	33	Uncommon	57	+9 Vitality
Elven Leather Shoes of Vigour	Feet	39	Uncommon	68	+11 Vitality
Elven Leather Shoes of Vigour	Feet	43	Uncommon	75	+26 Vitality
Elven Leather Shoes of Vigour	Feet	46	Uncommon	80	+12 Vitality
Elven Leather Shoes of Vigour	Feet	46	Uncommon	80	+12 Vitality, +12 Might
Elven Leather Shoulder Guards	Shoulders	2	Common	2	—
Elven Leather Shoulder Guards	Shoulders	5	Common	6	—



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Leather Shoulder Guards	Shoulders	8	Common	9	—
Elven Leather Shoulder Guards	Shoulders	11	Common	11	—
Elven Leather Shoulder Guards	Shoulders	13	Common	14	—
Elven Leather Shoulder Guards	Shoulders	15	Common	15	—
Elven Leather Shoulder Guards	Shoulders	17	Common	18	—
Elven Leather Shoulder Guards	Shoulders	20	Common	22	—
Elven Leather Shoulder Guards	Shoulders	23	Common	24	—
Elven Leather Shoulder Guards	Shoulders	26	Common	27	—
Elven Leather Shoulder Guards	Shoulders	29	Common	30	—
Elven Leather Shoulder Guards	Shoulders	32	Common	34	—
Elven Leather Shoulder Guards	Shoulders	35	Common	37	—
Elven Leather Shoulder Guards	Shoulders	38	Common	39	—
Elven Leather Shoulder Guards	Shoulders	41	Common	43	—
Elven Leather Shoulder Guards	Shoulders	44	Common	46	—
Elven Leather Shoulder Guards	Shoulders	47	Common	49	—
Elven Leather Shoulder Guards of Determination	Shoulders	31	Uncommon	41	+8 Will
Elven Leather Shoulder Guards of Determination	Shoulders	41	Uncommon	54	+11 Will
Elven Leather Shoulder Guards of Fate	Shoulders	31	Uncommon	41	+8 Fate
Elven Leather Shoulder Guards of Fate	Shoulders	37	Uncommon	49	+23 Fate
Elven Leather Shoulder Guards of Fate	Shoulders	41	Uncommon	54	+24 Fate
Elven Leather Shoulder Guards of Fleetness	Shoulders	47	Uncommon	61	+13 Agility, +13 Might
Elven Leather Shoulder Guards of Might	Shoulders	31	Uncommon	41	+8 Might, +8 Agility
Elven Leather Shoulder Guards of Might	Shoulders	37	Uncommon	49	+10 Might
Elven Leather Shoulder Guards of Might	Shoulders	37	Uncommon	49	+23 Might
Elven Leather Shoulder Guards of Might	Shoulders	41	Uncommon	54	+11 Might
Elven Leather Shoulder Guards of Might	Shoulders	44	Uncommon	57	+27 Might
Elven Leather Shoulder Guards of Might	Shoulders	50	Uncommon	65	+30 Might
Elven Leather Shoulder Guards of Might	Shoulders	50	Uncommon	65	+30 Might, +36 Max Power
Elven Leather Shoulder Guards of Vigour	Shoulders	31	Uncommon	41	+8 Vitality
Elven Leather Shoulder Guards of Vigour	Shoulders	44	Uncommon	57	+12 Vitality
Elven Leather Shoulder Guards of Vigour	Shoulders	47	Uncommon	61	+13 Vitality
Elven Leather Shoulder Pads	Shoulders	2	Common	2	—
Elven Leather Shoulder Pads	Shoulders	5	Common	6	—
Elven Leather Shoulder Pads	Shoulders	8	Common	9	—
Elven Leather Shoulder Pads	Shoulders	11	Common	11	—
Elven Leather Shoulder Pads	Shoulders	13	Common	14	—
Elven Leather Shoulder Pads	Shoulders	15	Common	15	—
Elven Leather Shoulder Pads	Shoulders	17	Common	18	—
Elven Leather Shoulder Pads	Shoulders	20	Common	22	—
Elven Leather Shoulder Pads	Shoulders	23	Common	24	—
Elven Leather Shoulder Pads	Shoulders	26	Common	27	—
Elven Leather Shoulder Pads	Shoulders	29	Common	30	—
Elven Leather Shoulder Pads	Shoulders	32	Common	34	—
Elven Leather Shoulder Pads	Shoulders	35	Common	37	—
Elven Leather Shoulder Pads	Shoulders	38	Common	39	—
Elven Leather Shoulder Pads	Shoulders	41	Common	43	—
Elven Leather Shoulder Pads	Shoulders	44	Common	46	—
Elven Leather Shoulder Pads	Shoulders	47	Common	49	—
Elven Leather Shoulder Pads of Determination	Shoulders	37	Uncommon	49	+10 Will
Elven Leather Shoulder Pads of Determination	Shoulders	41	Uncommon	54	+11 Will
Elven Leather Shoulder Pads of Fate	Shoulders	44	Uncommon	57	+12 Fate
Elven Leather Shoulder Pads of Fate	Shoulders	47	Uncommon	61	+13 Fate
Elven Leather Shoulder Pads of Fleetness	Shoulders	31	Uncommon	41	+8 Agility
Elven Leather Shoulder Pads of Fleetness	Shoulders	41	Uncommon	54	+11 Agility
Elven Leather Shoulder Pads of Might	Shoulders	31	Uncommon	41	+8 Might
Elven Leather Shoulder Pads of Might	Shoulders	50	Uncommon	65	+14 Might, +14 Fate

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Leather Shoulder Pads of Vigour	Shoulders	44	Uncommon	57	+12 Vitality
Elven Leather Shoulder Pads of Vigour	Shoulders	50	Uncommon	65	+14 Vitality
Elven Leggings	Legs	2	Common	6	—
Elven Leggings of Rivendell	Legs	45	Rare	264	+27 Agility, +12 Vitality
Elven Light Helm	Head	2	Common	2	—
Elven Light Helm	Head	5	Common	4	—
Elven Light Helm	Head	8	Common	6	—
Elven Light Helm	Head	11	Common	8	—
Elven Light Helm	Head	13	Common	10	—
Elven Light Helm	Head	15	Common	11	—
Elven Light Helm	Head	17	Common	13	—
Elven Light Helm	Head	20	Common	14	—
Elven Light Helm	Head	23	Common	17	—
Elven Light Helm	Head	26	Common	19	—
Elven Light Helm	Head	29	Common	22	—
Elven Light Helm	Head	32	Common	23	—
Elven Light Helm	Head	35	Common	26	—
Elven Light Helm	Head	38	Common	28	—
Elven Light Helm	Head	41	Common	30	—
Elven Light Helm	Head	44	Common	33	—
Elven Light Helm	Head	47	Common	34	—
Elven Padded Gloves of Courage	Hands	50	Uncommon	77	+70 Morale Regeneration in Combat
Elven Padded Gloves of Determination	Hands	30	Uncommon	46	+8 Will
Elven Padded Gloves of Determination	Hands	39	Uncommon	60	+11 Will
Elven Padded Gloves of Determination	Hands	42	Uncommon	64	+12 Will
Elven Padded Gloves of Determination	Hands	48	Uncommon	73	+13 Will
Elven Padded Gloves of Fate	Hands	33	Uncommon	51	+9 Fate
Elven Padded Gloves of Fate	Hands	36	Uncommon	56	+9 Fate
Elven Padded Gloves of Fate	Hands	39	Uncommon	60	+11 Fate
Elven Padded Gloves of Fate	Hands	48	Uncommon	73	+13 Fate
Elven Padded Gloves of Fate	Hands	49	Uncommon	76	+13 Fate
Elven Padded Gloves of Fleetness	Hands	30	Uncommon	46	+8 Agility
Elven Padded Gloves of Fleetness	Hands	33	Uncommon	51	+9 Agility
Elven Padded Gloves of Fleetness	Hands	36	Uncommon	56	+9 Agility
Elven Padded Gloves of Fleetness	Hands	39	Uncommon	60	+24 Agility
Elven Padded Gloves of Fleetness	Hands	42	Uncommon	64	+26 Agility
Elven Padded Gloves of Fleetness	Hands	49	Uncommon	76	+29 Agility
Elven Padded Gloves of Fleetness	Hands	50	Uncommon	77	+30 Agility
Elven Padded Gloves of Might	Hands	50	Uncommon	77	+30 Might, +14 Fate
Elven Padded Gloves of Rallying	Hands	30	Uncommon	46	1% Healing Bonus
Elven Padded Gloves of Rallying	Hands	33	Uncommon	51	1% Healing Bonus
Elven Padded Gloves of Rallying	Hands	36	Uncommon	56	1% Healing Bonus
Elven Padded Gloves of Rallying	Hands	48	Uncommon	73	1% Healing Bonus
Elven Padded Gloves of Rallying	Hands	49	Uncommon	76	1% Healing Bonus
Elven Padded Gloves of Rallying	Hands	50	Uncommon	77	2% Healing Bonus
Elven Padded Gloves of Vigour	Hands	42	Uncommon	64	+12 Vitality
Elven Padded Gloves of Vigour	Hands	48	Uncommon	73	+13 Vitality
Elven Padded Gloves of Vigour	Hands	49	Uncommon	76	+13 Vitality
Elven Padded Jacket of Determination	Chest	44	Uncommon	135	+12 Will
Elven Padded Jacket of Determination	Chest	47	Uncommon	144	+13 Will
Elven Padded Jacket of Fate	Chest	38	Uncommon	116	+10 Fate
Elven Padded Jacket of Fleetness	Chest	32	Uncommon	98	+9 Agility
Elven Padded Jacket of Might	Chest	32	Uncommon	98	+9 Might
Elven Padded Jacket of Might	Chest	35	Uncommon	108	+9 Might
Elven Padded Jacket of Might	Chest	44	Uncommon	135	+12 Might
Elven Padded Jacket of Might	Chest	44	Uncommon	135	+12 Might, +12 Fate



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Padded Jacket of Might	Chest	47	Uncommon	144	+29 Might
Elven Padded Jacket of Vigour	Chest	35	Uncommon	108	+21 Vitality
Elven Padded Jacket of Vigour	Chest	38	Uncommon	116	+10 Vitality
Elven Padded Jacket of Vigour	Chest	38	Uncommon	116	+23 Vitality
Elven Padded Jacket of Vigour	Chest	50	Uncommon	154	+30 Vitality
Elven Padded Jacket of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Will
Elven Padded Shirt	Chest	32	Uncommon	98	—
Elven Padded Shirt of Determination	Chest	38	Uncommon	116	+10 Will
Elven Padded Shirt of Determination	Chest	47	Uncommon	144	+29 Will
Elven Padded Shirt of Fate	Chest	35	Uncommon	108	+9 Fate
Elven Padded Shirt of Fate	Chest	50	Uncommon	154	+14 Fate
Elven Padded Shirt of Fleetness	Chest	47	Uncommon	144	+13 Agility
Elven Padded Shirt of Might	Chest	44	Uncommon	135	+12 Might
Elven Padded Shirt of Might	Chest	47	Uncommon	144	+13 Might
Elven Padded Shirt of Vigour	Chest	44	Uncommon	135	+12 Vitality
Elven Padded Shoes of Determination	Feet	33	Uncommon	41	+9 Will
Elven Padded Shoes of Determination	Feet	36	Uncommon	44	+9 Will
Elven Padded Shoes of Determination	Feet	42	Uncommon	51	+12 Will, +12 Fate
Elven Padded Shoes of Determination	Feet	48	Uncommon	59	+13 Will
Elven Padded Shoes of Fate	Feet	30	Uncommon	37	+8 Fate
Elven Padded Shoes of Fate	Feet	30	Uncommon	37	+8 Fate, +8 Might
Elven Padded Shoes of Fate	Feet	33	Uncommon	41	+9 Fate
Elven Padded Shoes of Fate	Feet	50	Uncommon	61	+14 Fate
Elven Padded Shoes of Fleetness	Feet	45	Uncommon	56	+12 Agility
Elven Padded Shoes of Fleetness	Feet	49	Uncommon	60	+29 Agility
Elven Padded Shoes of Fleetness	Feet	49	Uncommon	60	+29 Agility, +13 Might
Elven Padded Shoes of Might	Feet	42	Uncommon	51	+12 Might, +12 Agility
Elven Padded Shoes of Vigour	Feet	30	Uncommon	37	+8 Vitality
Elven Padded Shoes of Vigour	Feet	33	Uncommon	41	+20 Vitality
Elven Padded Shoes of Vigour	Feet	36	Uncommon	44	+9 Vitality
Elven Padded Shoes of Vigour	Feet	36	Uncommon	44	+21 Vitality
Elven Padded Shoes of Vigour	Feet	42	Uncommon	51	+12 Vitality
Elven Padded Shoes of Vigour	Feet	45	Uncommon	56	+27 Vitality
Elven Padded Shoes of Vigour	Feet	48	Uncommon	59	+29 Vitality
Elven Padded Shoes of Vigour	Feet	49	Uncommon	60	+29 Vitality
Elven Padded Vest of Determination	Chest	32	Uncommon	98	+9 Will
Elven Padded Vest of Determination	Chest	35	Uncommon	108	+9 Will
Elven Padded Vest of Determination	Chest	38	Uncommon	116	+23 Will
Elven Padded Vest of Determination	Chest	47	Uncommon	144	+13 Will
Elven Padded Vest of Determination	Chest	50	Uncommon	154	+14 Will
Elven Padded Vest of Fate	Chest	32	Uncommon	98	+9 Fate
Elven Padded Vest of Fate	Chest	38	Uncommon	116	+10 Fate
Elven Padded Vest of Fate	Chest	47	Uncommon	144	+13 Fate
Elven Padded Vest of Fleetness	Chest	47	Uncommon	144	+13 Agility, +13 Might
Elven Padded Vest of Might	Chest	32	Uncommon	98	+9 Might
Elven Padded Vest of Might	Chest	35	Uncommon	108	+9 Might
Elven Padded Vest of Might	Chest	44	Uncommon	135	+27 Might
Elven Padded Vest of Might	Chest	50	Uncommon	154	+30 Might
Elven Padded Vest of Vigour	Chest	50	Uncommon	154	+30 Vitality, +36 Max Power
Elven Pointed Helm	Head	2	Common	2	—
Elven Pointed Helm	Head	5	Common	6	—
Elven Pointed Helm	Head	8	Common	9	—
Elven Pointed Helm	Head	11	Common	11	—
Elven Pointed Helm	Head	13	Common	14	—
Elven Pointed Helm	Head	15	Common	15	—
Elven Pointed Helm	Head	17	Common	18	—
Elven Pointed Helm	Head	20	Common	22	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Pointed Helm	Head	23	Common	24	—
Elven Pointed Helm	Head	26	Common	27	—
Elven Pointed Helm	Head	29	Common	30	—
Elven Pointed Helm	Head	32	Common	34	—
Elven Pointed Helm	Head	35	Common	37	—
Elven Pointed Helm	Head	38	Common	39	—
Elven Pointed Helm	Head	41	Common	43	—
Elven Pointed Helm	Head	44	Common	46	—
Elven Pointed Helm	Head	47	Common	49	—
Elven Pointed Helm of Fleetness	Head	47	Uncommon	61	+13 Agility
Elven Pointed Helm of Might	Head	34	Uncommon	44	+9 Might
Elven Quilted Gloves of Determination	Hands	36	Uncommon	56	+9 Will
Elven Quilted Gloves of Fate	Hands	48	Uncommon	73	+13 Fate
Elven Quilted Gloves of Might	Hands	33	Uncommon	51	+9 Might
Elven Quilted Gloves of Might	Hands	42	Uncommon	64	+12 Might
Elven Quilted Gloves of Might	Hands	49	Uncommon	76	+13 Might
Elven Quilted Gloves of Might	Hands	50	Uncommon	77	+14 Might
Elven Quilted Jacket of Fate	Chest	50	Uncommon	154	+14 Fate
Elven Quilted Jacket of Fleetness	Chest	32	Uncommon	98	+9 Agility
Elven Quilted Jacket of Fleetness	Chest	38	Uncommon	116	+10 Agility
Elven Quilted Jacket of Vigour	Chest	35	Uncommon	108	+9 Vitality
Elven Quilted Jacket of Vigour	Chest	47	Uncommon	144	+29 Vitality
Elven Quilted Leggings of Determination	Legs	32	Uncommon	81	+9 Will
Elven Quilted Leggings of Determination	Legs	35	Uncommon	90	+9 Will
Elven Quilted Leggings of Determination	Legs	38	Uncommon	97	+10 Will
Elven Quilted Leggings of Determination	Legs	38	Uncommon	97	+23 Will
Elven Quilted Leggings of Determination	Legs	41	Uncommon	105	+11 Will
Elven Quilted Leggings of Determination	Legs	41	Uncommon	105	+24 Will
Elven Quilted Leggings of Determination	Legs	50	Uncommon	128	+14 Will
Elven Quilted Leggings of Determination	Legs	50	Uncommon	128	+30 Will, +14 Agility
Elven Quilted Leggings of Fate	Legs	44	Uncommon	112	+12 Fate
Elven Quilted Leggings of Fate	Legs	50	Uncommon	128	+14 Fate
Elven Quilted Leggings of Fleetness	Legs	35	Uncommon	90	+9 Agility
Elven Quilted Leggings of Fleetness	Legs	41	Uncommon	105	+24 Agility
Elven Quilted Leggings of Fleetness	Legs	50	Uncommon	128	+14 Agility
Elven Quilted Leggings of Might	Legs	32	Uncommon	81	+9 Might
Elven Quilted Leggings of Might	Legs	35	Uncommon	90	+9 Might
Elven Quilted Leggings of Might	Legs	38	Uncommon	97	+10 Might
Elven Quilted Leggings of Might	Legs	38	Uncommon	97	+10 Might, +10 Will
Elven Quilted Leggings of Vigour	Legs	32	Uncommon	81	+9 Vitality
Elven Quilted Leggings of Vigour	Legs	35	Uncommon	90	+9 Vitality, +9 Will
Elven Quilted Leggings of Vigour	Legs	44	Uncommon	112	+12 Vitality
Elven Quilted Shirt of Determination	Chest	38	Uncommon	116	+10 Will
Elven Quilted Shirt of Determination	Chest	47	Uncommon	144	+29 Will
Elven Quilted Shirt of Determination	Chest	50	Uncommon	154	+30 Will, +14 Fate
Elven Quilted Shirt of Fate	Chest	32	Uncommon	98	+9 Fate
Elven Quilted Shirt of Fate	Chest	44	Uncommon	135	+12 Fate
Elven Quilted Shirt of Fleetness	Chest	35	Uncommon	108	+9 Agility
Elven Quilted Shirt of Fleetness	Chest	50	Uncommon	154	+14 Agility
Elven Quilted Shirt of Might	Chest	35	Uncommon	108	+9 Might
Elven Quilted Shirt of Might	Chest	44	Uncommon	135	+12 Might
Elven Quilted Shirt of Vigour	Chest	32	Uncommon	98	+9 Vitality
Elven Quilted Shirt of Vigour	Chest	47	Uncommon	144	+13 Vitality
Elven Quilted Vest	Chest	30	Uncommon	92	+8 Will
Elven Quilted Vest of Determination	Chest	35	Uncommon	108	+9 Will
Elven Quilted Vest of Determination	Chest	38	Uncommon	116	+10 Will, +10 Fate
Elven Quilted Vest of Fleetness	Chest	44	Uncommon	135	+12 Agility, +12 Might



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Elven Quilted Vest of Fleetness	Chest	47	Uncommon	144	+29 Agility, +13 Will	
Elven Quilted Vest of Fleetness	Chest	50	Uncommon	154	+30 Agility	
Elven Quilted Vest of Might	Chest	32	Uncommon	98	+9 Might	
Elven Robe	Chest	2	Common	5	—	
Elven Robe	Chest	5	Common	13	—	
Elven Robe	Chest	8	Common	20	—	
Elven Robe	Chest	11	Common	27	—	
Elven Robe	Chest	13	Common	32	—	
Elven Robe	Chest	15	Common	37	—	
Elven Robe	Chest	16	Uncommon	49	+5 Will	
Elven Robe	Chest	17	Common	42	—	
Elven Robe	Chest	20	Common	49	—	
Elven Robe	Chest	23	Common	57	—	
Elven Robe	Chest	26	Common	64	—	
Elven Robe	Chest	29	Common	71	—	
Elven Robe	Chest	32	Common	78	—	
Elven Robe	Chest	35	Common	86	—	
Elven Robe	Chest	38	Common	93	—	
Elven Robe	Chest	38	Uncommon	116	—	
Elven Robe	Chest	41	Common	100	—	
Elven Robe	Chest	44	Common	108	—	
Elven Robe	Chest	44	Uncommon	135	—	
Elven Robe	Chest	47	Common	115	—	
Elven Robe of Determination	Chest	20	Uncommon	61	+5 Will	
Elven Robe of Determination	Chest	25	Uncommon	77	+7 Will	
Elven Robe of Determination	Chest	47	Uncommon	144	+13 Will	
Elven Robe of Determination	Chest	49	Uncommon	150	+13 Will	
Elven Robe of Determination	Chest	50	Uncommon	154	+14 Will	
Elven Robe of Fate	Chest	35	Uncommon	108	+9 Fate	
Elven Robe of Might	Chest	18	Uncommon	56	+5 Might	
Elven Robe of Might	Chest	30	Uncommon	92	+8 Might	
Elven Robe of Vigour	Chest	14	Uncommon	42	+4 Vitality	
Elven Robe of Vigour	Chest	28	Uncommon	86	+8 Vitality	
Elven Shirt	Chest	2	Common	7	—	
Elven Shoes	Feet	3	Common	3	—	
Elven Shoulder Pads	Shoulders	3	Common	2	—	
Elven Shoulders of Rivendell	Shoulders	45	Rare	95	+27 Might, 2% Wound Resistance	
Elven Soldiers' Armour	Chest	45	Uncommon	262	+27 Might	
Elven Soldiers' Boots	Feet	45	Uncommon	105	+27 Agility	
Elven Soldiers' Gloves	Hands	45	Uncommon	131	+27 Might	
Elven Soldiers' Helm	Head	45	Uncommon	79	+27 Vitality	
Elven Soldiers' Leggings	Legs	45	Uncommon	219	+27 Will	
Elven Soldiers' Shoulder Guards	Shoulders	45	Uncommon	79	+27 Might	
Elven Steel Boots	Feet	15	Common	28	—	
Elven Steel Boots	Feet	17	Common	32	—	
Elven Steel Boots	Feet	20	Common	37	—	
Elven Steel Boots	Feet	23	Common	43	—	
Elven Steel Boots	Feet	26	Common	49	—	
Elven Steel Boots	Feet	29	Common	54	—	
Elven Steel Boots	Feet	32	Common	60	—	
Elven Steel Boots	Feet	35	Common	65	—	
Elven Steel Boots	Feet	38	Common	71	—	
Elven Steel Boots	Feet	41	Common	77	—	
Elven Steel Boots	Feet	44	Common	82	—	
Elven Steel Boots	Feet	47	Common	88	—	
Elven Steel Boots of Determination	Feet	33	Uncommon	77	+9 Will	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Steel Boots of Determination	Feet	42	Uncommon	98	+12 Will
Elven Steel Boots of Fate	Feet	45	Uncommon	105	+12 Fate
Elven Steel Boots of Fate	Feet	45	Uncommon	105	+12 Fate, +12 Might
Elven Steel Boots of Fleetness	Feet	36	Uncommon	84	+21 Agility
Elven Steel Boots of Fleetness	Feet	39	Uncommon	91	+24 Agility
Elven Steel Boots of Fleetness	Feet	42	Uncommon	98	+26 Agility
Elven Steel Boots of Fleetness	Feet	49	Uncommon	114	+29 Agility
Elven Steel Boots of Might	Feet	30	Uncommon	70	+8 Might
Elven Steel Boots of Might	Feet	33	Uncommon	77	+9 Might
Elven Steel Boots of Might	Feet	39	Uncommon	91	+11 Might
Elven Steel Boots of Might	Feet	42	Uncommon	98	+12 Might, +12 Agility
Elven Steel Boots of Might	Feet	45	Uncommon	105	+12 Might, +12 Vitality
Elven Steel Boots of Might	Feet	49	Uncommon	114	+13 Might, +35 Max Power
Elven Steel Boots of Vigour	Feet	33	Uncommon	77	+9 Vitality
Elven Steel Boots of Vigour	Feet	39	Uncommon	91	+11 Vitality
Elven Steel Boots of Vigour	Feet	45	Uncommon	105	+27 Vitality
Elven Steel Boots of Vigour	Feet	50	Uncommon	117	+14 Vitality, +14 Might
Elven Steel Breastplate	Chest	15	Common	70	—
Elven Steel Breastplate	Chest	17	Common	79	—
Elven Steel Breastplate	Chest	20	Common	93	—
Elven Steel Breastplate	Chest	23	Common	107	—
Elven Steel Breastplate	Chest	26	Common	121	—
Elven Steel Breastplate	Chest	29	Common	135	—
Elven Steel Breastplate	Chest	32	Common	149	—
Elven Steel Breastplate	Chest	35	Common	163	—
Elven Steel Breastplate	Chest	38	Common	177	—
Elven Steel Breastplate	Chest	41	Common	191	—
Elven Steel Breastplate	Chest	44	Common	205	—
Elven Steel Breastplate	Chest	44	Uncommon	257	—
Elven Steel Breastplate	Chest	47	Common	219	—
Elven Steel Breastplate of Determination	Chest	38	Uncommon	222	+23 Will
Elven Steel Breastplate of Fate	Chest	35	Uncommon	204	+9 Fate
Elven Steel Breastplate of Fate	Chest	44	Uncommon	257	+12 Fate, +12 Might
Elven Steel Breastplate of Fate	Chest	50	Uncommon	292	+14 Fate, +14 Might
Elven Steel Breastplate of Fleetness	Chest	44	Uncommon	257	+12 Agility
Elven Steel Breastplate of Fleetness	Chest	47	Uncommon	274	+13 Agility, +13 Will
Elven Steel Breastplate of Might	Chest	38	Uncommon	222	+10 Might
Elven Steel Breastplate of Might	Chest	41	Uncommon	239	+11 Might
Elven Steel Breastplate of Might	Chest	50	Uncommon	292	+30 Might, +36 Max Power
Elven Steel Breastplate of Vigour	Chest	32	Uncommon	187	+9 Vitality
Elven Steel Breastplate of Vigour	Chest	35	Uncommon	204	+9 Vitality
Elven Steel Breastplate of Vigour	Chest	35	Uncommon	204	+21 Vitality
Elven Steel Breastplate of Vigour	Chest	41	Uncommon	239	+11 Vitality
Elven Steel Breastplate of Vigour	Chest	44	Uncommon	257	+12 Vitality
Elven Steel Breastplate of Vigour	Chest	47	Uncommon	274	+29 Vitality
Elven Steel Breastplate of Vigour	Chest	50	Uncommon	292	+14 Vitality
Elven Steel Gauntlets	Hands	15	Common	35	—
Elven Steel Gauntlets	Hands	17	Common	40	—
Elven Steel Gauntlets	Hands	20	Common	47	—
Elven Steel Gauntlets	Hands	23	Common	54	—
Elven Steel Gauntlets	Hands	26	Common	61	—
Elven Steel Gauntlets	Hands	29	Common	68	—
Elven Steel Gauntlets	Hands	32	Common	75	—
Elven Steel Gauntlets	Hands	35	Common	82	—
Elven Steel Gauntlets	Hands	38	Common	89	—
Elven Steel Gauntlets	Hands	41	Common	96	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Steel Gauntlets	Hands	44	Common	103	—
Elven Steel Gauntlets	Hands	47	Common	110	—
Elven Steel Gauntlets of Courage	Hands	36	Uncommon	105	+50 Morale Regeneration in Combat
Elven Steel Gauntlets of Courage	Hands	39	Uncommon	114	+55 Morale Regeneration in Combat
Elven Steel Gauntlets of Courage	Hands	50	Uncommon	146	+70 Morale Regeneration in Combat, +14 Might
Elven Steel Gauntlets of Fate	Hands	36	Uncommon	105	+9 Fate
Elven Steel Gauntlets of Fleetness	Hands	33	Uncommon	96	+9 Agility
Elven Steel Gauntlets of Fleetness	Hands	36	Uncommon	105	+9 Agility
Elven Steel Gauntlets of Fleetness	Hands	45	Uncommon	131	+12 Agility
Elven Steel Gauntlets of Fleetness	Hands	49	Uncommon	143	+13 Agility, +13 Vitality
Elven Steel Gauntlets of Fleetness	Hands	49	Uncommon	143	+69 Morale Regeneration in Combat, +13 Agility
Elven Steel Gauntlets of Might	Hands	33	Uncommon	96	+9 Might
Elven Steel Gauntlets of Might	Hands	39	Uncommon	114	+11 Might
Elven Steel Gauntlets of Might	Hands	43	Uncommon	125	+26 Might
Elven Steel Gauntlets of Might	Hands	45	Uncommon	131	+27 Might
Elven Steel Gauntlets of Rallying	Hands	33	Uncommon	96	1% Healing Bonus
Elven Steel Gauntlets of Rallying	Hands	50	Uncommon	146	1% Healing Bonus
Elven Steel Gauntlets of Vigour	Hands	33	Uncommon	96	+9 Vitality
Elven Steel Gauntlets of Vigour	Hands	43	Uncommon	125	+12 Vitality
Elven Steel Gauntlets of Vigour	Hands	45	Uncommon	131	+12 Vitality
Elven Steel Gloves	Hands	15	Common	35	—
Elven Steel Gloves	Hands	17	Common	40	—
Elven Steel Gloves	Hands	20	Common	47	—
Elven Steel Gloves	Hands	23	Common	54	—
Elven Steel Gloves	Hands	26	Common	61	—
Elven Steel Gloves	Hands	29	Common	68	—
Elven Steel Gloves	Hands	32	Common	75	—
Elven Steel Gloves	Hands	35	Common	82	—
Elven Steel Gloves	Hands	38	Common	89	—
Elven Steel Gloves	Hands	41	Common	96	—
Elven Steel Gloves	Hands	44	Common	103	—
Elven Steel Gloves	Hands	47	Common	110	—
Elven Steel Gloves of Courage	Hands	36	Uncommon	105	+50 Morale Regeneration in Combat
Elven Steel Gloves of Determination	Hands	33	Uncommon	96	+9 Will
Elven Steel Gloves of Fate	Hands	36	Uncommon	105	+9 Fate
Elven Steel Gloves of Fate	Hands	45	Uncommon	131	+12 Fate
Elven Steel Gloves of Fleetness	Hands	39	Uncommon	114	+11 Agility
Elven Steel Gloves of Fleetness	Hands	49	Uncommon	143	+13 Agility, +13 Might
Elven Steel Gloves of Might	Hands	33	Uncommon	96	+20 Might
Elven Steel Gloves of Might	Hands	36	Uncommon	105	+9 Might
Elven Steel Gloves of Might	Hands	36	Uncommon	105	+9 Might, +9 Fate
Elven Steel Gloves of Might	Hands	39	Uncommon	114	+24 Might
Elven Steel Gloves of Might	Hands	43	Uncommon	125	+12 Might
Elven Steel Gloves of Might	Hands	43	Uncommon	125	+26 Might
Elven Steel Gloves of Might	Hands	45	Uncommon	131	+12 Might
Elven Steel Gloves of Might	Hands	45	Uncommon	131	+27 Might
Elven Steel Gloves of Might	Hands	49	Uncommon	143	+13 Might
Elven Steel Gloves of Might	Hands	49	Uncommon	143	+69 Morale Regeneration in Combat, +29 Might
Elven Steel Gloves of Might	Hands	50	Uncommon	146	+14 Might
Elven Steel Gloves of Might	Hands	50	Uncommon	146	+30 Might
Elven Steel Gloves of Rallying	Hands	33	Uncommon	96	1% Healing Bonus
Elven Steel Gloves of Rallying	Hands	45	Uncommon	131	2% Healing Bonus
Elven Steel Gloves of Rallying	Hands	50	Uncommon	146	1% Healing Bonus, +14 Might
Elven Steel Gloves of Vigour	Hands	43	Uncommon	125	+12 Vitality
Elven Steel Gloves of Vigour	Hands	50	Uncommon	146	+14 Vitality, +14 Might
Elven Steel Jacket	Chest	15	Common	70	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Steel Jacket	Chest	17	Common	79	—
Elven Steel Jacket	Chest	20	Common	93	—
Elven Steel Jacket	Chest	23	Common	107	—
Elven Steel Jacket	Chest	26	Common	121	—
Elven Steel Jacket	Chest	29	Common	135	—
Elven Steel Jacket	Chest	32	Common	149	—
Elven Steel Jacket	Chest	35	Common	163	—
Elven Steel Jacket	Chest	38	Common	177	—
Elven Steel Jacket	Chest	41	Common	191	—
Elven Steel Jacket	Chest	44	Common	205	—
Elven Steel Jacket	Chest	47	Common	219	—
Elven Steel Jacket of Determination	Chest	38	Uncommon	222	+10 Will
Elven Steel Jacket of Determination	Chest	38	Uncommon	222	+23 Will
Elven Steel Jacket of Determination	Chest	44	Uncommon	257	+27 Will
Elven Steel Jacket of Determination	Chest	47	Uncommon	274	+13 Will
Elven Steel Jacket of Determination	Chest	50	Uncommon	292	+14 Will
Elven Steel Jacket of Determination	Chest	50	Uncommon	292	+30 Will, +14 Might
Elven Steel Jacket of Fate	Chest	44	Uncommon	257	+12 Fate
Elven Steel Jacket of Fate	Chest	44	Uncommon	257	+12 Fate, +12 Vitality
Elven Steel Jacket of Fleetness	Chest	35	Uncommon	204	+9 Agility
Elven Steel Jacket of Might	Chest	35	Uncommon	204	+9 Might
Elven Steel Jacket of Might	Chest	41	Uncommon	239	+11 Might
Elven Steel Jacket of Might	Chest	41	Uncommon	239	+24 Might
Elven Steel Jacket of Might	Chest	47	Uncommon	274	+29 Might
Elven Steel Jacket of Vigour	Chest	35	Uncommon	204	+9 Vitality, 2% Wound Resistance
Elven Steel Jacket of Vigour	Chest	38	Uncommon	222	+10 Vitality
Elven Steel Jacket of Vigour	Chest	47	Uncommon	274	+13 Vitality
Elven Steel Jacket of Vigour	Chest	47	Uncommon	274	+13 Vitality, +13 Fate
Elven Steel Leggings	Legs	15	Common	58	—
Elven Steel Leggings	Legs	17	Common	66	—
Elven Steel Leggings	Legs	20	Common	78	—
Elven Steel Leggings	Legs	23	Common	89	—
Elven Steel Leggings	Legs	26	Common	101	—
Elven Steel Leggings	Legs	29	Common	113	—
Elven Steel Leggings	Legs	32	Common	124	—
Elven Steel Leggings	Legs	35	Common	136	—
Elven Steel Leggings	Legs	38	Common	148	—
Elven Steel Leggings	Legs	41	Common	159	—
Elven Steel Leggings	Legs	44	Common	171	—
Elven Steel Leggings	Legs	47	Common	183	—
Elven Steel Leggings of Courage	Legs	38	Uncommon	185	+1.1 Morale Regeneration in Combat
Elven Steel Leggings of Courage	Legs	41	Uncommon	199	+1.6 Morale Regeneration in Combat
Elven Steel Leggings of Courage	Legs	50	Uncommon	243	+1.4 Morale Regeneration in Combat, +14 Will
Elven Steel Leggings of Determination	Legs	41	Uncommon	199	+11 Will
Elven Steel Leggings of Determination	Legs	41	Uncommon	199	+24 Will
Elven Steel Leggings of Determination	Legs	50	Uncommon	243	+30 Will
Elven Steel Leggings of Fate	Legs	35	Uncommon	170	+9 Fate
Elven Steel Leggings of Fate	Legs	38	Uncommon	185	+10 Fate, +10 Might
Elven Steel Leggings of Fleetness	Legs	35	Uncommon	170	+21 Agility
Elven Steel Leggings of Fleetness	Legs	38	Uncommon	185	+10 Agility
Elven Steel Leggings of Fleetness	Legs	44	Uncommon	214	+12 Agility
Elven Steel Leggings of Fleetness	Legs	50	Uncommon	243	+14 Agility
Elven Steel Leggings of Fleetness	Legs	50	Uncommon	243	+30 Agility
Elven Steel Leggings of Might	Legs	38	Uncommon	185	+10 Might, +10 Will
Elven Steel Leggings of Vigour	Legs	35	Uncommon	170	+9 Vitality
Elven Steel Leggings of Vigour	Legs	44	Uncommon	214	+12 Vitality, +12 Fate



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Steel Shoes	Feet	15	Common	28	—
Elven Steel Shoes	Feet	17	Common	32	—
Elven Steel Shoes	Feet	20	Common	37	—
Elven Steel Shoes	Feet	23	Common	43	—
Elven Steel Shoes	Feet	26	Common	49	—
Elven Steel Shoes	Feet	29	Common	54	—
Elven Steel Shoes	Feet	32	Common	60	—
Elven Steel Shoes	Feet	35	Common	65	—
Elven Steel Shoes	Feet	38	Common	71	—
Elven Steel Shoes	Feet	41	Common	77	—
Elven Steel Shoes	Feet	44	Common	82	—
Elven Steel Shoes	Feet	47	Common	88	—
Elven Steel Shoes of Fate	Feet	42	Uncommon	98	+12 Fate
Elven Steel Shoes of Fate	Feet	50	Uncommon	117	+14 Fate, +14 Vitality
Elven Steel Shoes of Fleetness	Feet	30	Uncommon	70	+8 Agility
Elven Steel Shoes of Fleetness	Feet	33	Uncommon	77	+9 Agility
Elven Steel Shoes of Fleetness	Feet	36	Uncommon	84	+21 Agility
Elven Steel Shoes of Fleetness	Feet	39	Uncommon	91	+11 Agility
Elven Steel Shoes of Fleetness	Feet	42	Uncommon	98	+12 Agility
Elven Steel Shoes of Fleetness	Feet	45	Uncommon	105	+12 Agility
Elven Steel Shoes of Fleetness	Feet	45	Uncommon	105	+27 Agility
Elven Steel Shoes of Fleetness	Feet	49	Uncommon	114	+29 Agility
Elven Steel Shoes of Fleetness	Feet	50	Uncommon	117	+14 Agility, +14 Vitality
Elven Steel Shoes of Might	Feet	33	Uncommon	77	+9 Might
Elven Steel Shoes of Might	Feet	39	Uncommon	91	+11 Might
Elven Steel Shoes of Might	Feet	49	Uncommon	114	+13 Might
Elven Steel Shoes of Might	Feet	49	Uncommon	114	+13 Might, +13 Vitality
Elven Steel Shoes of Might	Feet	50	Uncommon	117	+14 Might
Elven Steel Shoes of Vigour	Feet	36	Uncommon	84	+9 Vitality
Elven Steel Shoes of Vigour	Feet	36	Uncommon	84	+21 Vitality
Elven Steel Shoes of Vigour	Feet	42	Uncommon	98	+12 Vitality
Elven Steel Shoes of Vigour	Feet	42	Uncommon	98	+26 Vitality
Elven Steel Shoes of Vigour	Feet	45	Uncommon	105	+12 Vitality
Elven Steel Shoulder Guards	Shoulders	15	Common	21	—
Elven Steel Shoulder Guards	Shoulders	17	Common	24	—
Elven Steel Shoulder Guards	Shoulders	20	Common	28	—
Elven Steel Shoulder Guards	Shoulders	23	Common	32	—
Elven Steel Shoulder Guards	Shoulders	26	Common	36	—
Elven Steel Shoulder Guards	Shoulders	29	Common	41	—
Elven Steel Shoulder Guards	Shoulders	32	Common	45	—
Elven Steel Shoulder Guards	Shoulders	35	Common	49	—
Elven Steel Shoulder Guards	Shoulders	38	Common	53	—
Elven Steel Shoulder Guards	Shoulders	41	Common	57	—
Elven Steel Shoulder Guards	Shoulders	44	Common	62	—
Elven Steel Shoulder Guards	Shoulders	47	Common	66	—
Elven Steel Shoulder Guards of Determination	Shoulders	35	Uncommon	61	+9 Will
Elven Steel Shoulder Guards of Determination	Shoulders	46	Uncommon	80	+12 Will
Elven Steel Shoulder Guards of Fate	Shoulders	46	Uncommon	80	+27 Fate
Elven Steel Shoulder Guards of Fate	Shoulders	49	Uncommon	86	+13 Fate
Elven Steel Shoulder Guards of Fate	Shoulders	50	Uncommon	87	+14 Fate
Elven Steel Shoulder Guards of Fleetness	Shoulders	49	Uncommon	86	+13 Agility, +13 Might
Elven Steel Shoulder Guards of Might	Shoulders	35	Uncommon	61	+9 Might
Elven Steel Shoulder Guards of Might	Shoulders	43	Uncommon	75	+12 Might
Elven Steel Shoulder Guards of Might	Shoulders	43	Uncommon	75	+26 Might
Elven Steel Shoulder Guards of Might	Shoulders	46	Uncommon	80	+27 Might
Elven Steel Shoulder Guards of Might	Shoulders	46	Uncommon	80	+27 Might, +12 Will

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Elven Steel Shoulder Guards of Might	Shoulders	49	Uncommon	86	+13 Might, +13 Will
Elven Steel Shoulder Guards of Might	Shoulders	50	Uncommon	87	+30 Might
Elven Steel Shoulder Guards of Vigour	Shoulders	49	Uncommon	86	+13 Vitality, +35 Max Power
Elven Steel Shoulder Pads	Shoulders	15	Common	21	—
Elven Steel Shoulder Pads	Shoulders	17	Common	24	—
Elven Steel Shoulder Pads	Shoulders	20	Common	28	—
Elven Steel Shoulder Pads	Shoulders	23	Common	32	—
Elven Steel Shoulder Pads	Shoulders	26	Common	36	—
Elven Steel Shoulder Pads	Shoulders	29	Common	41	—
Elven Steel Shoulder Pads	Shoulders	32	Common	45	—
Elven Steel Shoulder Pads	Shoulders	35	Common	49	—
Elven Steel Shoulder Pads	Shoulders	38	Common	53	—
Elven Steel Shoulder Pads	Shoulders	41	Common	57	—
Elven Steel Shoulder Pads	Shoulders	44	Common	62	—
Elven Steel Shoulder Pads	Shoulders	47	Common	66	—
Elven Steel Shoulder Pads of Determination	Shoulders	46	Uncommon	80	+12 Will, +33 Max Power
Elven Steel Shoulder Pads of Determination	Shoulders	49	Uncommon	86	+13 Will, +13 Might
Elven Steel Shoulder Pads of Determination	Shoulders	49	Uncommon	86	+13 Will, +13 Vitality
Elven Steel Shoulder Pads of Fate	Shoulders	35	Uncommon	61	+9 Fate
Elven Steel Shoulder Pads of Fate	Shoulders	37	Uncommon	65	+10 Fate
Elven Steel Shoulder Pads of Fate	Shoulders	46	Uncommon	80	+12 Fate
Elven Steel Shoulder Pads of Fate	Shoulders	46	Uncommon	80	+12 Fate, +12 Will
Elven Steel Shoulder Pads of Fate	Shoulders	49	Uncommon	86	+13 Fate
Elven Steel Shoulder Pads of Fleetness	Shoulders	43	Uncommon	75	+12 Agility
Elven Steel Shoulder Pads of Fleetness	Shoulders	46	Uncommon	80	+12 Agility
Elven Steel Shoulder Pads of Might	Shoulders	43	Uncommon	75	+12 Might
Elven Steel Shoulder Pads of Vigour	Shoulders	43	Uncommon	75	+12 Vitality
Elven Trousers	Legs	2	Common	4	—
Elven Winged Helm	Head	15	Common	21	—
Elven Winged Helm	Head	17	Common	24	—
Elven Winged Helm	Head	20	Common	28	—
Elven Winged Helm	Head	23	Common	32	—
Elven Winged Helm	Head	26	Common	36	—
Elven Winged Helm	Head	29	Common	41	—
Elven Winged Helm	Head	32	Common	45	—
Elven Winged Helm	Head	35	Common	49	—
Elven Winged Helm	Head	38	Common	53	—
Elven Winged Helm	Head	41	Common	57	—
Elven Winged Helm	Head	44	Common	62	—
Elven Winged Helm	Head	47	Common	66	—
Elven Winged Helm of Fleetness	Head	44	Uncommon	57	+12 Agility
Elven Winged Helmet of Might	Head	43	Uncommon	75	+12 Might
Elven Winged Helmet of Vigour	Head	31	Uncommon	54	+8 Vitality
Elven Winged Helmet of Vigour	Head	34	Uncommon	59	+9 Vitality
Elven Winged Helmet of Vigour	Head	37	Uncommon	65	+10 Vitality
Emelin's Helm	Head	28	Uncommon	37	+17 Will
Emelin's Leggings	Legs	31	Uncommon	151	+87 Morale Regeneration in Combat, +8 Agility
Emelin's Pads	Shoulders	30	Rare	33	+8 Agility, +8 Will
Emerphyr	Hands	37	Rare	97	+23 Might, +10 Fate
Emerthdail	Feet	46	Uncommon	56	+12 Will, +12 Fate, +47 Max Power
Emerthil	Hands	49	Rare	128	+29 Might, +13 Agility
Emerthrainc	Shoulders	50	Rare	105	+30 Fate, +14 Vitality, +36 Max Power
Endholder's Boots	Feet	26	Uncommon	61	+19 Max Power
Enduring Blade Helm of Vigour	Head	46	Uncommon	80	+12 Vitality
Enduring Brimmed Hat of Determination	Head	42	Uncommon	39	+12 Will, +12 Fate
Enduring Brimmed Hat of Fleetness	Head	40	Uncommon	37	+11 Agility



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Enduring Brimmed Hat of Vigour	Head	28	Uncommon	26	+8 Vitality
Enduring Brimmed Helmet	Head	5	Uncommon	7	—
Enduring Brimmed Helmet	Head	8	Uncommon	11	—
Enduring Brimmed Helmet	Head	11	Uncommon	14	—
Enduring Chainmail Boots of Fate	Feet	48	Uncommon	112	+13 Fate, +13 Will
Enduring Chainmail Boots of Fleetness	Feet	26	Uncommon	61	+8 Agility
Enduring Chainmail Boots of Fleetness	Feet	48	Uncommon	112	+13 Agility, +13 Might
Enduring Chainmail Boots of Might	Feet	28	Uncommon	65	+8 Might
Enduring Chainmail Boots of Might	Feet	48	Uncommon	112	+13 Might
Enduring Chainmail Breastplate of Fate	Chest	25	Uncommon	146	+7 Fate
Enduring Chainmail Breastplate of Vigour	Chest	25	Uncommon	146	+7 Vitality
Enduring Chainmail Gauntlets of Courage	Hands	30	Uncommon	87	+60 Morale Regeneration in Combat
Enduring Chainmail Gauntlets of Determination	Hands	30	Uncommon	87	+8 Will
Enduring Chainmail Gauntlets of Fleetness	Hands	48	Uncommon	140	+29 Agility
Enduring Chainmail Gauntlets of Rallying	Hands	30	Uncommon	87	1% Healing Bonus
Enduring Chainmail Gloves of Courage	Hands	48	Uncommon	140	+67 Morale Regeneration in Combat
Enduring Chainmail Gloves of Fleetness	Hands	30	Uncommon	87	+8 Agility
Enduring Chainmail Gloves of Vigour	Hands	30	Uncommon	87	+8 Vitality
Enduring Chainmail Jacket of Determination	Chest	25	Uncommon	146	+7 Will
Enduring Chainmail Jacket of Fate	Chest	25	Uncommon	146	+7 Fate
Enduring Chainmail Jacket of Vigour	Chest	25	Uncommon	146	+7 Vitality
Enduring Chainmail Leggings of Courage	Legs	25	Uncommon	122	70% Morale Regeneration in Combat
Enduring Chainmail Leggings of Determination	Legs	25	Uncommon	122	+7 Will
Enduring Chainmail Leggings of Fleetness	Legs	47	Uncommon	228	+13 Agility, +13 Vitality
Enduring Chainmail Leggings of Might	Legs	25	Uncommon	122	+7 Might
Enduring Chainmail Leggings of Vigour	Legs	47	Uncommon	228	+13 Vitality, +13 Might
Enduring Chainmail Shoes of Fleetness	Feet	48	Uncommon	112	+13 Agility
Enduring Chainmail Shoes of Vigour	Feet	26	Uncommon	61	+8 Vitality
Enduring Chainmail Shoes of Vigour	Feet	48	Uncommon	112	+13 Vitality, +35 Max Power
Enduring Chainmail Shoulder Guards of Vigour	Shoulders	19	Uncommon	33	+5 Vitality
Enduring Chainmail Shoulder Pads of Might	Shoulders	19	Uncommon	33	+5 Might
Enduring Cloth Hat of Fate	Head	42	Uncommon	39	+12 Fate
Enduring Cloth Hat of Fleetness	Head	28	Uncommon	26	+8 Agility
Enduring Cloth Shoulder Pads	Shoulders	6	Uncommon	5	—
Enduring Cloth Shoulder Pads	Shoulders	12	Uncommon	12	—
Enduring Cloth Shoulder Pads of Determination	Shoulders	31	Uncommon	28	+8 Will
Enduring Cloth Shoulder Pads of Determination	Shoulders	49	Uncommon	45	+13 Will
Enduring Cloth Shoulder Pads of Fate	Shoulders	49	Uncommon	45	+13 Fate
Enduring Cloth Shoulder Pads of Fate	Shoulders	50	Uncommon	46	+14 Fate
Enduring Cloth Shoulder Pads of Fleetness	Shoulders	31	Uncommon	28	+8 Agility
Enduring Cloth Shoulder Pads of Fleetness	Shoulders	49	Uncommon	45	+13 Agility
Enduring Cloth Shoulder Pads of Fleetness	Shoulders	50	Uncommon	46	+14 Agility
Enduring Cloth Shoulder Pads of Might	Shoulders	31	Uncommon	28	+8 Might
Enduring Cloth Shoulder Pads of Might	Shoulders	49	Uncommon	45	+13 Might
Enduring Cloth Shoulder Pads of Vigour	Shoulders	49	Uncommon	45	+13 Vitality
Enduring Conical Hat of Vigour	Head	40	Uncommon	37	+11 Vitality, +11 Fate
Enduring Cowl	Head	40	Uncommon	37	—
Enduring Dwarf Cloth Shoulder Pads of Fate	Shoulders	31	Uncommon	28	+8 Fate
Enduring Dwarf Cloth Shoulder Pads of Fate	Shoulders	49	Uncommon	45	+29 Fate
Enduring Dwarf Cloth Shoulder Pads of Fate	Shoulders	50	Uncommon	46	+14 Fate
Enduring Dwarf Cloth Shoulder Pads of Fate	Shoulders	50	Uncommon	46	+30 Fate
Enduring Dwarf Cloth Shoulder Pads of Fleetness	Shoulders	31	Uncommon	28	+8 Agility
Enduring Dwarf Cloth Shoulder Pads of Might	Shoulders	49	Uncommon	45	+13 Might
Enduring Dwarf Cloth Shoulder Pads of Might	Shoulders	49	Uncommon	45	+29 Might
Enduring Dwarf Cloth Shoulder Pads of Might	Shoulders	50	Uncommon	46	+14 Might
Enduring Dwarf Cloth Shoulder Pads of Might	Shoulders	50	Uncommon	46	+30 Might
Enduring Dwarf Cloth Shoulder Pads of Vigour	Shoulders	31	Uncommon	28	+8 Vitality

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Enduring Dwarf Cloth Shoulder Pads of Vigour	Shoulders	49	Uncommon	45	+13 Vitality
Enduring Dwarf Cloth Shoulder Pads of Vigour	Shoulders	50	Uncommon	46	+14 Vitality
Enduring Dwarf Flared Helm of Vigour	Head	24	Uncommon	42	+7 Vitality
Enduring Dwarf Great Helm of Peace	Head	46	Uncommon	80	+2.5 Morale Regeneration out of Combat
Enduring Dwarf Leather Boots	Feet	17	Uncommon	30	—
Enduring Dwarf Leather Boots of Fleetness	Feet	36	Uncommon	63	+9 Agility
Enduring Dwarf Leather Boots of Fleetness	Feet	36	Uncommon	63	+21 Agility
Enduring Dwarf Leather Boots of Vigour	Feet	17	Uncommon	30	+5 Vitality
Enduring Dwarf Leather Boots of Vigour	Feet	36	Uncommon	63	+21 Vitality
Enduring Dwarf Leather Gauntlets of Might	Hands	15	Uncommon	33	+4 Might
Enduring Dwarf Leather Gauntlets of Might	Hands	36	Uncommon	79	+21 Might
Enduring Dwarf Leather Gloves of Courage	Hands	36	Uncommon	79	+7.2 Morale Regeneration in Combat
Enduring Dwarf Leather Gloves of Fleetness	Hands	15	Uncommon	33	+4 Agility
Enduring Dwarf Leather Gloves of Fleetness	Hands	36	Uncommon	79	+21 Agility
Enduring Dwarf Leather Gloves of Vigour	Hands	36	Uncommon	79	+9 Vitality
Enduring Dwarf Leather Jacket of Vigour	Chest	35	Uncommon	152	+9 Vitality
Enduring Dwarf Leather Jacket of Vigour	Chest	35	Uncommon	152	+21 Vitality
Enduring Dwarf Leather Leggings of Determination	Legs	35	Uncommon	127	+21 Will
Enduring Dwarf Leather Leggings of Fleetness	Legs	35	Uncommon	127	+21 Agility
Enduring Dwarf Leather Shirt of Determination	Chest	35	Uncommon	152	+21 Will
Enduring Dwarf Leather Shirt of Might	Chest	35	Uncommon	152	+21 Might
Enduring Dwarf Leather Shirt of Vigour	Chest	35	Uncommon	152	+9 Vitality
Enduring Dwarf Leather Shoes of Fleetness	Feet	36	Uncommon	63	+21 Agility
Enduring Dwarf Leather Shoes of Vigour	Feet	36	Uncommon	63	+21 Vitality
Enduring Dwarf Leather Shoulder Guards of Determination	Shoulders	34	Uncommon	44	+9 Will
Enduring Dwarf Leather Shoulder Guards of Might	Shoulders	34	Uncommon	44	+9 Might
Enduring Dwarf Leather Shoulder Pads of Determination	Shoulders	34	Uncommon	44	+9 Will
Enduring Dwarf Leather Shoulder Pads of Fate	Shoulders	34	Uncommon	44	+21 Fate
Enduring Dwarf Leather Shoulder Pads of Might	Shoulders	34	Uncommon	44	+21 Might
Enduring Dwarf Padded Gloves of Determination	Hands	24	Uncommon	37	+7 Will
Enduring Dwarf Padded Gloves of Determination	Hands	45	Uncommon	69	+12 Will
Enduring Dwarf Padded Gloves of Fate	Hands	45	Uncommon	69	+12 Fate
Enduring Dwarf Padded Gloves of Might	Hands	24	Uncommon	37	+7 Might
Enduring Dwarf Padded Gloves of Might	Hands	45	Uncommon	69	+12 Might
Enduring Dwarf Padded Gloves of Rallying	Hands	45	Uncommon	69	1% Healing Bonus
Enduring Dwarf Padded Gloves of Vigour	Hands	45	Uncommon	69	+12 Vitality
Enduring Dwarf Padded Jacket of Determination	Chest	19	Uncommon	58	+5 Will
Enduring Dwarf Padded Jacket of Determination	Chest	41	Uncommon	125	+11 Will
Enduring Dwarf Padded Jacket of Fate	Chest	41	Uncommon	125	+11 Fate, +11 Might
Enduring Dwarf Padded Leggings of Fleetness	Legs	27	Uncommon	69	+8 Agility
Enduring Dwarf Padded Leggings of Vigour	Legs	47	Uncommon	120	+13 Vitality
Enduring Dwarf Padded Shoes of Fate	Feet	39	Uncommon	48	+11 Fate
Enduring Dwarf Padded Shoes of Fleetness	Feet	39	Uncommon	48	+24 Agility
Enduring Dwarf Padded Shoes of Might	Feet	17	Uncommon	21	+5 Might
Enduring Dwarf Padded Shoes of Might	Feet	39	Uncommon	48	+11 Might
Enduring Dwarf Padded Shoes of Vigour	Feet	17	Uncommon	21	+5 Vitality
Enduring Dwarf Padded Shoes of Vigour	Feet	39	Uncommon	48	+24 Vitality
Enduring Dwarf Padded Vest of Fate	Chest	18	Uncommon	56	+5 Fate
Enduring Dwarf Padded Vest of Fate	Chest	19	Uncommon	58	+5 Fate
Enduring Dwarf Padded Vest of Fate	Chest	41	Uncommon	125	+11 Fate
Enduring Dwarf Quilted Jacket of Determination	Chest	41	Uncommon	125	+11 Will
Enduring Dwarf Quilted Jacket of Fleetness	Chest	18	Uncommon	56	+5 Agility
Enduring Dwarf Quilted Jacket of Might	Chest	41	Uncommon	125	+11 Might
Enduring Dwarf Quilted Jacket of Vigour	Chest	18	Uncommon	56	+5 Vitality
Enduring Dwarf Quilted Leggings of Determination	Legs	27	Uncommon	69	+8 Will



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Enduring Dwarf Quilted Leggings of Determination	Legs	47	Uncommon	120	+13 Will
Enduring Dwarf Quilted Leggings of Fleetness	Legs	27	Uncommon	69	+8 Agility
Enduring Dwarf Quilted Leggings of Fleetness	Legs	47	Uncommon	120	+29 Agility
Enduring Dwarf Quilted Leggings of Vigour	Legs	47	Uncommon	120	+13 Vitality
Enduring Dwarf Quilted Shirt of Determination	Chest	18	Uncommon	56	+5 Will
Enduring Dwarf Quilted Shirt of Might	Chest	18	Uncommon	56	+5 Might
Enduring Dwarf Quilted Shirt of Might	Chest	19	Uncommon	58	+5 Might
Enduring Dwarf Quilted Shirt of Might	Chest	41	Uncommon	125	+11 Might
Enduring Dwarf Quilted Vest of Fleetness	Chest	19	Uncommon	58	+5 Agility
Enduring Dwarf Quilted Vest of Vigour	Chest	41	Uncommon	125	+11 Vitality
Enduring Dwarf Spiked Helm of Fleetness	Head	21	Uncommon	19	+6 Agility
Enduring Dwarf Spiked Helm of Fleetness	Head	37	Uncommon	34	+10 Agility
Enduring Dwarf Spiked Helm of Fleetness	Head	37	Uncommon	49	+10 Agility
Enduring Dwarf Steel Boots of Determination	Feet	28	Uncommon	65	+8 Will
Enduring Dwarf Steel Boots of Determination	Feet	48	Uncommon	112	+13 Will, +13 Agility
Enduring Dwarf Steel Boots of Fate	Feet	48	Uncommon	112	+13 Fate
Enduring Dwarf Steel Boots of Fleetness	Feet	26	Uncommon	61	+8 Agility
Enduring Dwarf Steel Boots of Fleetness	Feet	48	Uncommon	112	+13 Agility
Enduring Dwarf Steel Boots of Fleetness	Feet	48	Uncommon	112	+13 Agility, +13 Might
Enduring Dwarf Steel Boots of Might	Feet	28	Uncommon	65	+8 Might
Enduring Dwarf Steel Breastplate of Determination	Chest	25	Uncommon	146	+7 Will
Enduring Dwarf Steel Gauntlets of Courage	Hands	30	Uncommon	87	+42 Morale Regeneration in Combat
Enduring Dwarf Steel Gauntlets of Courage	Hands	48	Uncommon	140	+67 Morale Regeneration in Combat, +13 Vitality
Enduring Dwarf Steel Gauntlets of Fate	Hands	30	Uncommon	87	+8 Fate
Enduring Dwarf Steel Gauntlets of Fleetness	Hands	48	Uncommon	140	+13 Agility
Enduring Dwarf Steel Gauntlets of Might	Hands	30	Uncommon	87	+8 Might
Enduring Dwarf Steel Gauntlets of Might	Hands	48	Uncommon	140	+29 Might
Enduring Dwarf Steel Gauntlets of Rallying	Hands	48	Uncommon	140	1% Healing Bonus
Enduring Dwarf Steel Gloves of Courage	Hands	48	Uncommon	140	+67 Morale Regeneration in Combat
Enduring Dwarf Steel Gloves of Fate	Hands	48	Uncommon	140	+13 Fate
Enduring Dwarf Steel Gloves of Fleetness	Hands	30	Uncommon	87	+8 Agility
Enduring Dwarf Steel Gloves of Fleetness	Hands	48	Uncommon	140	+13 Agility, +13 Might
Enduring Dwarf Steel Gloves of Might	Hands	30	Uncommon	87	+8 Might
Enduring Dwarf Steel Gloves of Might	Hands	48	Uncommon	140	+29 Might
Enduring Dwarf Steel Gloves of Rallying	Hands	30	Uncommon	87	1% Healing Bonus
Enduring Dwarf Steel Leggings of Determination	Legs	47	Uncommon	228	+13 Will, +13 Vitality
Enduring Dwarf Steel Leggings of Determination	Legs	47	Uncommon	228	+29 Will
Enduring Dwarf Steel Leggings of Might	Legs	47	Uncommon	228	+13 Might, +13 Agility
Enduring Dwarf Steel Leggings of Vigour	Legs	47	Uncommon	228	+13 Vitality, +13 Might
Enduring Dwarf Steel Shoes of Fate	Feet	48	Uncommon	112	+13 Fate, +35 Max Power
Enduring Dwarf Steel Shoes of Fleetness	Feet	48	Uncommon	112	+13 Agility
Enduring Dwarf Steel Shoes of Fleetness	Feet	48	Uncommon	112	+29 Agility
Enduring Dwarf Steel Shoes of Might	Feet	28	Uncommon	65	+8 Might
Enduring Dwarf Steel Shoulder Guards of Fate	Shoulders	19	Uncommon	33	+5 Fate
Enduring Dwarf Steel Shoulder Guards of Might	Shoulders	40	Uncommon	70	+24 Might
Enduring Dwarf Steel Shoulder Pads of Fate	Shoulders	40	Uncommon	70	+24 Fate
Enduring Dwarf Steel Shoulder Pads of Might	Shoulders	19	Uncommon	33	+5 Might
Enduring Dwarf Steel Shoulder Pads of Might	Shoulders	40	Uncommon	70	+11 Might
Enduring Dwarf Steel Shoulder Pads of Might	Shoulders	40	Uncommon	70	+24 Might
Enduring Dwarfven Steel Leggings of Determination	Legs	25	Uncommon	122	+7 Will
Enduring Dwarfven Steel Leggings of Determination	Legs	47	Uncommon	228	+13 Will
Enduring Elven Cloth Shoes of Fleetness	Feet	39	Uncommon	48	+11 Agility
Enduring Elven Cloth Shoulder Pads of Determination	Shoulders	31	Uncommon	28	+8 Will
Enduring Elven Cloth Shoulder Pads of Determination	Shoulders	50	Uncommon	46	+14 Will
Enduring Elven Cloth Shoulder Pads of Fate	Shoulders	32	Uncommon	29	+9 Fate
Enduring Elven Cloth Shoulder Pads of Fate	Shoulders	49	Uncommon	45	+29 Fate
Enduring Elven Cloth Shoulder Pads of Fate	Shoulders	50	Uncommon	46	+30 Fate, +14 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Enduring Elven Cloth Shoulder Pads of Fleetness	Shoulders	49	Uncommon	45	+13 Agility
Enduring Elven Cloth Shoulder Pads of Might	Shoulders	32	Uncommon	29	+9 Might
Enduring Elven Cloth Shoulder Pads of Vigour	Shoulders	49	Uncommon	45	+13 Might
Enduring Elven Cloth Shoulder Pads of Vigour	Shoulders	32	Uncommon	29	+9 Vitality
Enduring Elven Leather Boots of Fleetness	Feet	36	Uncommon	63	+9 Agility
Enduring Elven Leather Boots of Might	Feet	36	Uncommon	63	+9 Might
Enduring Elven Leather Gauntlets of Fleetness	Hands	36	Uncommon	79	+9 Agility
Enduring Elven Leather Gauntlets of Rallying	Hands	36	Uncommon	79	1% Healing Bonus
Enduring Elven Leather Gloves of Fate	Hands	36	Uncommon	79	+9 Fate
Enduring Elven Leather Gloves of Might	Hands	36	Uncommon	79	+21 Might
Enduring Elven Leather Gloves of Vigour	Hands	36	Uncommon	79	+9 Vitality
Enduring Elven Leather Helm of Vigour	Head	37	Uncommon	34	+10 Vitality
Enduring Elven Leather Jacket of Determination	Chest	35	Uncommon	152	+9 Will
Enduring Elven Leather Jacket of Might	Chest	35	Uncommon	152	+9 Might
Enduring Elven Leather Leggings of Courage	Legs	35	Uncommon	127	+1.4 Morale Regeneration in Combat
Enduring Elven Leather Leggings of Determination	Legs	35	Uncommon	127	+9 Will
Enduring Elven Leather Shirt of Determination	Chest	35	Uncommon	152	+9 Will
Enduring Elven Leather Shirt of Might	Chest	35	Uncommon	152	+9 Might
Enduring Elven Leather Shoes of Fleetness	Feet	36	Uncommon	63	+9 Agility
Enduring Elven Leather Shoes of Might	Feet	36	Uncommon	63	+9 Might
Enduring Elven Leather Shoulder Guards	Shoulders	34	Uncommon	44	—
Enduring Elven Leather Shoulder Guards of Fate	Shoulders	34	Uncommon	44	+9 Fate
Enduring Elven Leather Shoulder Pads of Fate	Shoulders	34	Uncommon	44	+9 Fate
Enduring Elven Leather Shoulder Pads of Fleetness	Shoulders	34	Uncommon	44	+9 Agility
Enduring Elven Leather Shoulder Pads of Vigour	Shoulders	34	Uncommon	44	+9 Vitality
Enduring Elven Padded Gloves of Determination	Hands	45	Uncommon	69	+12 Will
Enduring Elven Padded Gloves of Fleetness	Hands	45	Uncommon	69	+12 Agility
Enduring Elven Padded Gloves of Rallying	Hands	45	Uncommon	69	2% Healing Bonus
Enduring Elven Padded Gloves of Vigour	Hands	45	Uncommon	69	+12 Vitality
Enduring Elven Padded Jacket of Fate	Chest	41	Uncommon	125	+11 Fate
Enduring Elven Padded Jacket of Vigour	Chest	41	Uncommon	125	+24 Vitality
Enduring Elven Padded Shirt of Determination	Chest	41	Uncommon	125	+11 Will
Enduring Elven Padded Shoes of Determination	Feet	39	Uncommon	48	+11 Will
Enduring Elven Padded Shoes of Fleetness	Feet	39	Uncommon	48	+24 Agility
Enduring Elven Padded Vest of Fate	Chest	41	Uncommon	125	+11 Fate
Enduring Elven Padded Vest of Fleetness	Chest	41	Uncommon	125	+11 Agility
Enduring Elven Quilted Gloves of Determination	Hands	45	Uncommon	69	+12 Will
Enduring Elven Quilted Jacket of Might	Chest	41	Uncommon	125	+11 Might
Enduring Elven Quilted Leggings of Determination	Legs	47	Uncommon	120	+29 Will
Enduring Elven Quilted Leggings of Fleetness	Legs	47	Uncommon	120	+13 Agility
Enduring Elven Quilted Leggings of Fleetness	Legs	47	Uncommon	120	+29 Agility
Enduring Elven Quilted Shirt of Vigour	Chest	41	Uncommon	125	+24 Vitality
Enduring Elven Quilted Vest of Fate	Chest	41	Uncommon	125	+11 Fate, +11 Agility
Enduring Elven Steel Boots of Fleetness	Feet	48	Uncommon	112	+29 Agility
Enduring Elven Steel Boots of Might	Feet	48	Uncommon	112	+13 Might
Enduring Elven Steel Boots of Might	Feet	48	Uncommon	112	+13 Might, +13 Will
Enduring Elven Steel Boots of Vigour	Feet	48	Uncommon	112	+13 Vitality, +13 Might
Enduring Elven Steel Boots of Vigour	Feet	48	Uncommon	112	+29 Vitality
Enduring Elven Steel Gauntlets of Determination	Hands	48	Uncommon	140	+13 Will
Enduring Elven Steel Gauntlets of Fate	Hands	48	Uncommon	140	+13 Fate
Enduring Elven Steel Gauntlets of Might	Hands	48	Uncommon	140	+13 Might
Enduring Elven Steel Gauntlets of Might	Hands	48	Uncommon	140	+29 Might
Enduring Elven Steel Gauntlets of Rallying	Hands	30	Uncommon	87	1% Healing Bonus
Enduring Elven Steel Gauntlets of Rallying	Hands	48	Uncommon	140	1% Healing Bonus
Enduring Elven Steel Gloves of Courage	Hands	48	Uncommon	140	+96 Morale Regeneration in Combat
Enduring Elven Steel Gloves of Fleetness	Hands	30	Uncommon	87	+8 Agility
Enduring Elven Steel Gloves of Might	Hands	48	Uncommon	140	+29 Might



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Enduring Elven Steel Gloves of Might	Hands	48	Uncommon	140	+29 Might, +13 Vitality	
Enduring Elven Steel Gloves of Vigour	Hands	48	Uncommon	140	+13 Vitality, +34 Max Morale	
Enduring Elven Steel Leggings of Courage	Legs	47	Uncommon	228	+1.3 Morale Regeneration in Combat, +13 Might	
Enduring Elven Steel Leggings of Fate	Legs	47	Uncommon	228	+13 Fate, +13 Vitality	
Enduring Elven Steel Leggings of Fleetness	Legs	47	Uncommon	228	+13 Agility, +13 Vitality	
Enduring Elven Steel Leggings of Might	Legs	47	Uncommon	228	+13 Might	
Enduring Elven Steel Leggings of Might	Legs	47	Uncommon	228	+13 Might, +13 Will	
Enduring Elven Steel Shoes of Fleetness	Feet	48	Uncommon	112	+13 Agility	
Enduring Elven Steel Shoes of Fleetness	Feet	48	Uncommon	112	+13 Agility, +13 Might	
Enduring Elven Steel Shoes of Fleetness	Feet	48	Uncommon	112	+29 Agility, +13 Vitality	
Enduring Elven Steel Shoes of Might	Feet	48	Uncommon	112	+13 Might	
Enduring Elven Steel Shoes of Vigour	Feet	48	Uncommon	112	+13 Vitality, +13 Might	
Enduring Elven Steel Shoulder Guards of Might	Shoulders	40	Uncommon	70	+11 Might	
Enduring Elven Steel Shoulder Guards of Might	Shoulders	40	Uncommon	70	+24 Might	
Enduring Elven Steel Shoulder Pads of Fleetness	Shoulders	40	Uncommon	70	+11 Agility	
Enduring Elven Steel Shoulder Pads of Vigour	Shoulders	40	Uncommon	70	+11 Vitality	
Enduring Elven Winged Helm of Fleetness	Head	37	Uncommon	49	+10 Agility	
Enduring Flat Cap of Determination	Head	28	Uncommon	26	+8 Will	
Enduring Fur Helm of Determination	Head	14	Uncommon	18	+4 Will	
Enduring Hooded Woven Cloak of Fate	Back	38	Uncommon	70	+10 Fate	
Enduring Hooded Woven Cloak of Vigour	Back	25	Uncommon	46	+7 Vitality	
Enduring Leather Boots	Feet	13	Uncommon	22	—	
Enduring Leather Boots of Fleetness	Feet	36	Uncommon	63	+21 Agility	
Enduring Leather Boots of Vigour	Feet	17	Uncommon	30	+5 Vitality	
Enduring Leather Boots of Vigour	Feet	36	Uncommon	63	+9 Vitality, +9 Agility	
Enduring Leather Boots of Vigour	Feet	36	Uncommon	63	+21 Vitality	
Enduring Leather Gauntlets of Fleetness	Hands	36	Uncommon	79	+9 Agility	
Enduring Leather Gauntlets of Fleetness	Hands	36	Uncommon	79	+21 Agility	
Enduring Leather Gauntlets of Might	Hands	36	Uncommon	79	+9 Might	
Enduring Leather Gloves	Hands	6	Uncommon	12	—	
Enduring Leather Gloves	Hands	9	Uncommon	19	—	
Enduring Leather Gloves	Hands	36	Uncommon	79	+9 Might	
Enduring Leather Gloves of Fate	Hands	15	Uncommon	33	+4 Fate	
Enduring Leather Gloves of Fleetness	Hands	36	Uncommon	79	+21 Agility	
Enduring Leather Gloves of Might	Hands	36	Uncommon	79	+21 Might	
Enduring Leather Gloves of Rallying	Hands	36	Uncommon	79	1% Healing Bonus	
Enduring Leather Helm	Head	5	Uncommon	5	—	
Enduring Leather Helm	Head	8	Uncommon	7	—	
Enduring Leather Helm of Fate	Head	37	Uncommon	34	+10 Fate	
Enduring Leather Helm of Vigour	Head	21	Uncommon	19	+6 Vitality	
Enduring Leather Jacket	Chest	5	Uncommon	22	—	
Enduring Leather Jacket	Chest	14	Uncommon	61	—	
Enduring Leather Jacket of Determination	Chest	35	Uncommon	152	+21 Will	
Enduring Leather Jacket of Might	Chest	35	Uncommon	152	+21 Might	
Enduring Leather Jacket of Vigour	Chest	35	Uncommon	152	+9 Vitality	
Enduring Leather Jacket of Vigour	Chest	35	Uncommon	152	+21 Vitality	
Enduring Leather Leggings	Legs	6	Uncommon	22	—	
Enduring Leather Leggings	Legs	9	Uncommon	33	—	
Enduring Leather Leggings of Determination	Legs	35	Uncommon	127	+9 Will	
Enduring Leather Leggings of Determination	Legs	35	Uncommon	127	+21 Will	
Enduring Leather Leggings of Fate	Legs	35	Uncommon	127	+9 Fate	
Enduring Leather Leggings of Fleetness	Legs	14	Uncommon	51	+4 Agility	
Enduring Leather Leggings of Fleetness	Legs	35	Uncommon	127	+21 Agility	
Enduring Leather Shirt	Chest	14	Uncommon	61	—	
Enduring Leather Shirt	Chest	35	Uncommon	152	—	
Enduring Leather Shirt of Might	Chest	35	Uncommon	152	+21 Might	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Enduring Leather Shirt of Vigour	Chest	35	Uncommon	152	+9 Vitality
Enduring Leather Shirt of Vigour	Chest	35	Uncommon	152	+21 Vitality
Enduring Leather Shoes	Feet	6	Uncommon	11	—
Enduring Leather Shoes	Feet	13	Uncommon	22	—
Enduring Leather Shoes of Might	Feet	36	Uncommon	63	+9 Might
Enduring Leather Shoulder Guards	Shoulders	14	Uncommon	18	—
Enduring Leather Shoulder Guards of Determination	Shoulders	34	Uncommon	44	+9 Will
Enduring Leather Shoulder Guards of Fate	Shoulders	34	Uncommon	44	+9 Fate
Enduring Leather Shoulder Guards of Fate	Shoulders	34	Uncommon	44	+21 Fate
Enduring Leather Shoulder Pads	Shoulders	5	Uncommon	7	—
Enduring Leather Shoulder Pads	Shoulders	8	Uncommon	11	—
Enduring Leather Shoulder Pads	Shoulders	14	Uncommon	18	—
Enduring Leather Shoulder Pads of Might	Shoulders	34	Uncommon	44	+9 Might
Enduring Leather Shoulder Pads of Vigour	Shoulders	34	Uncommon	44	+9 Vitality
Enduring Padded Gloves of Determination	Hands	24	Uncommon	37	+7 Will
Enduring Padded Gloves of Fate	Hands	45	Uncommon	69	+12 Fate
Enduring Padded Gloves of Fleetness	Hands	24	Uncommon	37	+7 Agility
Enduring Padded Gloves of Fleetness	Hands	45	Uncommon	69	+12 Agility
Enduring Padded Gloves of Rallying	Hands	45	Uncommon	69	1% Healing Bonus
Enduring Padded Jacket of Determination	Chest	41	Uncommon	125	+11 Will
Enduring Padded Jacket of Fate	Chest	18	Uncommon	56	+5 Fate
Enduring Padded Jacket of Vigour	Chest	18	Uncommon	56	+5 Vitality
Enduring Padded Jacket of Vigour	Chest	41	Uncommon	125	+24 Vitality
Enduring Padded Shirt of Determination	Chest	41	Uncommon	125	+11 Will
Enduring Padded Shoes of Fate	Feet	17	Uncommon	21	+5 Fate
Enduring Padded Shoes of Fate	Feet	39	Uncommon	48	+11 Fate
Enduring Padded Shoes of Fleetness	Feet	17	Uncommon	21	+5 Agility
Enduring Padded Shoes of Might	Feet	39	Uncommon	48	+11 Might
Enduring Padded Shoes of Vigour	Feet	17	Uncommon	21	+5 Vitality
Enduring Padded Vest of Determination	Chest	41	Uncommon	125	+24 Will
Enduring Padded Vest of Fate	Chest	41	Uncommon	125	+11 Fate
Enduring Padded Vest of Might	Chest	18	Uncommon	56	+5 Might
Enduring Pointed Hat of Rallying	Head	40	Uncommon	37	1% Healing Bonus
Enduring Quilted Jacket of Vigour	Chest	18	Uncommon	56	+5 Vitality
Enduring Quilted Jacket of Vigour	Chest	41	Uncommon	125	+24 Vitality
Enduring Quilted Leggings	Legs	5	Uncommon	12	—
Enduring Quilted Leggings of Determination	Legs	27	Uncommon	69	+8 Will
Enduring Quilted Leggings of Determination	Legs	47	Uncommon	120	+13 Will
Enduring Quilted Leggings of Fate	Legs	47	Uncommon	120	+13 Fate
Enduring Quilted Leggings of Fleetness	Legs	12	Uncommon	31	+4 Agility
Enduring Quilted Leggings of Fleetness	Legs	27	Uncommon	69	+8 Agility
Enduring Quilted Leggings of Fleetness	Legs	47	Uncommon	120	+13 Agility, +34 Max Power
Enduring Quilted Leggings of Vigour	Legs	27	Uncommon	69	+8 Vitality
Enduring Quilted Leggings of Vigour	Legs	47	Uncommon	120	+13 Vitality
Enduring Quilted Shirt of Determination	Chest	18	Uncommon	56	+5 Will
Enduring Quilted Shirt of Determination	Chest	41	Uncommon	125	+11 Will
Enduring Quilted Shirt of Might	Chest	18	Uncommon	56	+5 Might
Enduring Quilted Shirt of Vigour	Chest	18	Uncommon	56	+5 Vitality
Enduring Quilted Vest	Chest	8	Uncommon	25	—
Enduring Quilted Vest of Fleetness	Chest	18	Uncommon	56	+5 Agility
Enduring Quilted Vest of Vigour	Chest	18	Uncommon	56	+5 Vitality
Enduring Quilted Vest of Vigour	Chest	41	Uncommon	125	+11 Vitality
Enduring Scale Boots of Determination	Feet	26	Uncommon	61	+8 Will
Enduring Scale Boots of Might	Feet	28	Uncommon	65	+8 Might
Enduring Scale Boots of Vigour	Feet	48	Uncommon	112	+13 Vitality, +13 Might
Enduring Scale Gauntlets of Fate	Hands	30	Uncommon	87	+8 Fate
Enduring Scale Gauntlets of Might	Hands	48	Uncommon	140	+13 Might



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Enduring Scale Gauntlets of Might	Hands	48	Uncommon	140	+29 Might
Enduring Scale Gauntlets of Rallying	Hands	48	Uncommon	140	1% Healing Bonus
Enduring Scale Gloves of Courage	Hands	48	Uncommon	140	+67 Morale Regeneration in Combat
Enduring Scale Gloves of Fleetness	Hands	48	Uncommon	140	+13 Agility, +13 Might
Enduring Scale Gloves of Vigour	Hands	30	Uncommon	87	+8 Vitality
Enduring Scale Helm of Determination	Head	37	Uncommon	49	+10 Will
Enduring Scale Leggings of Courage	Legs	47	Uncommon	228	+1.3 Morale Regeneration in Combat, +13 Might
Enduring Scale Leggings of Might	Legs	47	Uncommon	228	+13 Might
Enduring Scale Shoes of Fleetness	Feet	28	Uncommon	65	+8 Agility
Enduring Scale Shoes of Might	Feet	26	Uncommon	61	+8 Might
Enduring Scale Shoes of Might	Feet	48	Uncommon	112	+13 Might
Enduring Scale Shoes of Vigour	Feet	26	Uncommon	61	+8 Vitality
Enduring Scale Shoulder Guards of Determination	Shoulders	40	Uncommon	70	+11 Will
Enduring Scale Shoulder Guards of Fleetness	Shoulders	40	Uncommon	70	+11 Agility
Enduring Scale Shoulder Guards of Might	Shoulders	40	Uncommon	70	+11 Might
Enduring Scale Shoulder Pads of Determination	Shoulders	40	Uncommon	70	+11 Will
Enduring Westernesse Cloth Leggings of Might	Legs	47	Uncommon	120	+13 Might
Enduring Westernesse Cloth Shoulder Pads of Determination	Shoulders	50	Uncommon	46	+14 Will
Enduring Westernesse Cloth Shoulder Pads of Fate	Shoulders	49	Uncommon	45	+29 Fate
Enduring Westernesse Cloth Shoulder Pads of Fate	Shoulders	50	Uncommon	46	+30 Fate, +14 Will
Enduring Westernesse Cloth Shoulder Pads of Might	Shoulders	49	Uncommon	45	+13 Might
Enduring Westernesse Cloth Shoulder Pads of Might	Shoulders	49	Uncommon	45	+29 Might
Enduring Westernesse Cloth Shoulder Pads of Might	Shoulders	50	Uncommon	46	+14 Might
Enduring Westernesse Cloth Shoulder Pads of Vigour	Shoulders	50	Uncommon	46	+14 Vitality
Enduring Westernesse Padded Gloves of Fate	Hands	45	Uncommon	69	+12 Fate
Enduring Westernesse Padded Gloves of Fleetness	Hands	45	Uncommon	69	+12 Agility
Enduring Westernesse Padded Gloves of Rallying	Hands	45	Uncommon	69	1% Healing Bonus
Enduring Westernesse Quilted Leggings of Determination	Legs	47	Uncommon	120	+29 Will
Enduring Westernesse Quilted Leggings of Fleetness	Legs	47	Uncommon	120	+29 Agility
Enduring Westernesse Quilted Leggings of Vigour	Legs	47	Uncommon	120	+13 Vitality, +13 Fate
Enduring Westernesse Steel Boots of Might	Feet	48	Uncommon	112	+13 Might
Enduring Westernesse Steel Boots of Might	Feet	48	Uncommon	112	+13 Might, +13 Vitality
Enduring Westernesse Steel Boots of Vigour	Feet	48	Uncommon	112	+13 Vitality, +13 Will
Enduring Westernesse Steel Gauntlets of Courage	Hands	48	Uncommon	140	+67 Morale Regeneration in Combat, +34 Max Morale
Enduring Westernesse Steel Gauntlets of Might	Hands	48	Uncommon	140	+13 Might
Enduring Westernesse Steel Gauntlets of Might	Hands	48	Uncommon	140	+13 Might, +13 Will
Enduring Westernesse Steel Gloves of Fleetness	Hands	48	Uncommon	140	+13 Agility
Enduring Westernesse Steel Gloves of Might	Hands	48	Uncommon	140	+29 Might
Enduring Westernesse Steel Gloves of Rallying	Hands	48	Uncommon	140	1% Healing Bonus
Enduring Westernesse Steel Gloves of Rallying	Hands	48	Uncommon	140	2% Healing Bonus
Enduring Westernesse Steel Leggings of Fate	Legs	47	Uncommon	228	+13 Fate, +13 Might
Enduring Westernesse Steel Leggings of Fate	Legs	47	Uncommon	228	+13 Fate, +13 Vitality
Enduring Westernesse Steel Leggings of Might	Legs	47	Uncommon	228	+13 Might, +13 Will
Enduring Westernesse Steel Leggings of Vigour	Legs	47	Uncommon	228	+13 Vitality, +13 Will
Enduring Westernesse Steel Shoes of Fleetness	Feet	48	Uncommon	112	+29 Agility
Enduring Westernesse Steel Shoes of Might	Feet	48	Uncommon	112	+13 Might, +13 Agility
Enduring Westernesse Steel Shoes of Vigour	Feet	48	Uncommon	112	+13 Vitality, +35 Max Power
Enduring Woolen Hat of Fleetness	Head	42	Uncommon	39	+12 Agility
Enduring Woven Cloak	Back	11	Uncommon	20	—
Enduring Woven Cloak of Determination	Back	38	Uncommon	70	+10 Will
Engdail	Feet	35	Rare	98	+21 Agility, +26 Max Power
Eogan	Legs	28	Rare	164	+17 Will, +8 Might
Erphadanir	Legs	45	Rare	196	+27 Agility, +12 Will, +32 Max Morale, 3% Poison Resistance
Ervellyn	Feet	49	Rare	103	+13 Might, +50 Max Power
Estelham	Chest	45	Rare	167	+5 Vitality, +27 Will, +12 Fate, +33 Max Power

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Estelphadanir	Legs	42	Uncommon	108	+12 Vitality, +12 Will, +30 Max Morale
Ethirphadanir	Legs	40	Uncommon	102	+11 Agility, +4 Will, +29 Max Power
Ethirthail	Feet	50	Uncommon	61	+30 Vitality, +14 Will, +14 Fate, 3% Disease Resistance
Ethstyrk	Head	34	Rare	53	+34 Max Morale
Everdail	Feet	10	Uncommon	17	+3 Agility
Everstout	Chest	48	Rare	251	+48 Max Morale, +13 Agility, +13 Will
Evervaib	Hands	50	Rare	131	+70 Morale Regeneration in Combat, +30 Might, +30 Agility
Explorer's Armour	Chest	34	Uncommon	105	+9 Vitality
Explorer's Gloves	Hands	34	Uncommon	52	+9 Agility
Explorer's Hat	Head	34	Uncommon	32	+9 Might
Explorer's Leggings	Legs	34	Uncommon	86	+9 Will
Explorer's Leggings	Legs	40	Rare	234	+11 Agility, +11 Will, +4 Fate
Explorer's Shoes	Feet	34	Uncommon	42	+9 Fate
Explorer's Shoulder Guards	Shoulders	34	Uncommon	32	+9 Fate
Exquisite Galadhrim Armour	Chest	50	Incomparable	291	+30 Might, +30 Vitality, +51 Max Power
Exquisite Galadhrim Boots	Feet	50	Incomparable	116	+30 Agility, +30 Vitality, +51 Max Power
Exquisite Galadhrim Gloves	Hands	50	Incomparable	145	+30 Might, +30 Agility, +50 Max Morale
Exquisite Galadhrim Helm	Head	50	Incomparable	87	+30 Vitality, +30 Will, +50 Max Morale
Exquisite Galadhrim Leggings	Legs	50	Incomparable	242	+30 Will, +30 Agility, +51 Max Power
Exquisite Galadhrim Shoulder Guards	Shoulders	50	Incomparable	87	+30 Might, +30 Fate, +51 Max Power
Exquisite Hunter's Armour	Chest	38	Rare	199	+23 Might, +39 Max Power
Exquisite Hunter's Boots	Feet	38	Rare	79	+23 Agility, +39 Max Power
Exquisite Hunter's Gloves	Hands	38	Rare	99	+23 Might, +38 Max Morale
Exquisite Hunter's Helm	Head	38	Rare	59	+23 Vitality, +38 Max Morale
Exquisite Hunter's Leggings	Legs	38	Rare	166	+23 Will, +39 Max Power
Exquisite Hunter's Shoulder Guards	Shoulders	38	Rare	59	+23 Might, +39 Max Power
Exquisite Leather Armour	Chest	19	Rare	99	+12 Vitality
Exquisite Leather Boots	Feet	19	Rare	40	+12 Vitality
Exquisite Leather Gloves	Hands	19	Rare	50	+12 Agility
Exquisite Leather Helm	Head	19	Rare	30	+12 Will
Exquisite Leather Leggings	Legs	19	Rare	83	+12 Agility
Exquisite Leather Shoulder Guards	Shoulders	19	Rare	30	+12 Fate
Exquisite Outriders' Armour	Chest	30	Rare	157	+18 Might
Exquisite Outriders' Boots	Feet	30	Rare	63	+18 Agility
Exquisite Outriders' Gloves	Hands	30	Rare	78	+18 Might
Exquisite Outriders' Helm	Head	30	Rare	47	+18 Vitality
Exquisite Outriders' Leggings	Legs	30	Rare	131	+18 Will
Exquisite Outriders' Shoulder Guards	Shoulders	30	Rare	47	+18 Might
Exquisite Radiant Armour	Chest	50	Incomparable	205	+30 Might, +30 Vitality, +51 Max Power
Exquisite Radiant Gloves	Hands	50	Incomparable	103	+30 Might, +30 Agility, +50 Max Morale, 1% Healing Bonus
Exquisite Radiant Hat	Head	50	Incomparable	62	+30 Vitality, +30 Will, +50 Max Morale, 1% Healing Bonus
Exquisite Radiant Leggings	Legs	50	Incomparable	171	+30 Will, +30 Agility, +51 Max Power
Exquisite Radiant Shoes	Feet	50	Incomparable	82	+30 Agility, +30 Vitality, +51 Max Power
Exquisite Radiant Shoulder Guards	Shoulders	50	Incomparable	62	+30 Might, +30 Fate, +51 Max Power
Exquisite Rangers' Armour	Chest	45	Rare	236	+27 Vitality, +46 Max Power, +12 Fate
Exquisite Rangers' Boots	Feet	45	Rare	95	+27 Vitality, +46 Max Power, +12 Agility
Exquisite Rangers' Gloves	Hands	45	Rare	118	+27 Agility, +45 Max Morale, +12 Might
Exquisite Rangers' Helm	Head	45	Rare	70	+27 Will, +45 Max Morale, +2.5 Morale Regeneration out of Combat
Exquisite Rangers' Leggings	Legs	45	Rare	196	+27 Agility, +46 Max Power, +12 Will
Exquisite Rangers' Shoulder Guards	Shoulders	45	Rare	70	+27 Fate, +46 Max Power, +12 Might
Exquisite Scholar's Armour	Chest	38	Rare	140	+23 Might, +39 Max Power
Exquisite Scholar's Gloves	Hands	38	Rare	70	+23 Might, +38 Max Morale
Exquisite Scholar's Hat	Head	38	Rare	42	+23 Vitality, +38 Max Morale
Exquisite Scholar's Leggings	Legs	38	Rare	117	+23 Will, +39 Max Power
Exquisite Scholar's Shoes	Feet	38	Rare	56	+23 Agility, +39 Max Power
Exquisite Scholar's Shoulder Guards	Shoulders	38	Rare	42	+23 Might, +39 Max Power
Exquisite Traveler's Armour	Chest	30	Rare	111	+18 Might



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Exquisite Traveler's Gloves	Hands	30	Rare	56	+18 Might
Exquisite Traveler's Hat	Head	30	Rare	33	+18 Vitality
Exquisite Traveler's Leggings	Legs	30	Rare	93	+18 Will
Exquisite Traveler's Shoes	Feet	30	Rare	44	+18 Agility
Exquisite Traveler's Shoulder Guards	Shoulders	30	Rare	33	+18 Might
Faelthol	Head	48	Rare	101	+29 Will, +13 Might
Faengam	Hands	45	Rare	158	+27 Agility, +12 Might
Faercham	Chest	44	Uncommon	257	+27 Might, +12 Will
Faerchar	Head	50	Rare	105	+30 Vitality, +30 Will, +50 Max Morale
Faercharab	Head	50	Rare	55	+30 Vitality, +30 Will, +50 Max Morale
Faerthail	Feet	34	Rare	50	+9 Might, +25 Max Power
Faerthol	Head	50	Rare	78	+30 Vitality, +30 Will, +50 Max Morale
Faerthoniel	Legs	48	Rare	210	3% Poison Resistance
Faervaib	Hands	41	Rare	144	+11 Fate, 1% Healing Bonus
Falco's Helmet	Head	12	Uncommon	16	+4 Fate
Falco's Shirt	Chest	12	Uncommon	37	+4 Vitality
Fallohide's Cape	Back	8	Common	11	—
Fancy Hat of Determination	Head	44	Uncommon	41	+12 Will
Fancy Hat of Fate	Head	50	Uncommon	46	+14 Fate, +14 Will
Fancy Hat of Peace	Head	46	Uncommon	42	+2.5 Morale Regeneration out of Combat, +12 Agility
Faronwen's Shoulder Pads	Shoulders	30	Uncommon	52	+31 Max Power
Fastgrip	Hands	50	Rare	176	+30 Might, +1 Morale Regeneration in Combat, +14 Will
Feathered Hat	Head	4	Common	2	—
Feathered Hat of Determination	Head	30	Uncommon	27	+8 Will
Feathered Hat of Peace	Head	36	Uncommon	33	+2.5 Morale Regeneration out of Combat
Fell-hide	Shoulders	26	Rare	41	+16 Might
Feremaib	Hands	45	Rare	118	+27 Agility, +12 Vitality, +12 Fate, 1% Healing Bonus
Ferth-fotar	Feet	30	Uncommon	37	+8 Agility, +22 Max Power
Filegdail	Feet	42	Rare	118	+43 Max Power, 3% Disease Resistance
Fimreg's Hat	Head	50	Rare	55	+30 Will, +5 Morale Regeneration out of Combat, 2% Healing Bonus
Fimreg's Shoulder Guards	Shoulders	50	Uncommon	87	+5 Agility, +14 Fate, +51 Max Power
Finder of Yearbooks	Shoulders	7	Common	6	—
Fine Explorer's Armour	Chest	34	Rare	129	+9 Vitality
Fine Explorer's Gloves	Hands	34	Rare	64	+9 Agility
Fine Explorer's Hat	Head	34	Rare	39	+9 Might
Fine Explorer's Leggings	Legs	34	Rare	107	+9 Will
Fine Explorer's Shoes	Feet	34	Rare	52	+9 Fate
Fine Explorer's Shoulder Guards	Shoulders	34	Rare	39	+9 Fate
Fine Galadhrim Armour	Chest	50	Incomparable	291	+30 Might, 3% Wound Resistance, +14 Vitality
Fine Galadhrim Boots	Feet	50	Incomparable	116	+51 Max Power, +30 Vitality, +14 Fate
Fine Galadhrim Gloves	Hands	50	Incomparable	145	1% Healing Bonus, +14 Vitality, +.70 Morale Regeneration in Combat
Fine Galadhrim Helm	Head	50	Incomparable	87	+30 Vitality, +14 Might, +50 Max Morale
Fine Galadhrim Leggings	Legs	50	Incomparable	242	+30 Agility, +30 Will, +1.4 Morale Regeneration in Combat
Fine Galadhrim Shoulder Guards	Shoulders	50	Incomparable	87	+51 Max Power, +30 Might, 2% Wound Resistance
Fine Hunter's Armour	Chest	38	Rare	199	+23 Might
Fine Hunter's Boots	Feet	38	Rare	79	+39 Max Power
Fine Hunter's Gloves	Hands	38	Rare	99	+23 Might
Fine Hunter's Helm	Head	38	Rare	59	2% Healing Bonus
Fine Hunter's Leggings	Legs	38	Rare	166	+1.1 Morale Regeneration in Combat, +10 Fate
Fine Hunter's Shoulder Guards	Shoulders	38	Rare	59	+10 Vitality, +10 Fate
Fine Leather Armour	Chest	19	Rare	99	+5 Might
Fine Leather Boots	Feet	19	Rare	40	+5 Agility
Fine Leather Gloves	Hands	19	Rare	50	1% Healing Bonus
Fine Leather Helm	Head	19	Rare	30	+5 Agility
Fine Leather Leggings	Legs	19	Rare	83	+5 Agility
Fine Leather Shoulder Guards	Shoulders	19	Rare	30	+14 Max Power
Fine Linen Armour	Chest	19	Rare	70	+5 Fate

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Fine Linen Gloves	Hands	19	Rare	35	1% Healing Bonus
Fine Linen Hat	Head	19	Rare	21	+2.5 Morale Regeneration out of Combat
Fine Linen Leggings	Legs	19	Rare	59	+5 Vitality
Fine Linen Shoes	Feet	19	Rare	28	+5 Vitality
Fine Linen Shoulder Guards	Shoulders	19	Rare	21	+14 Max Power
Fine Outriders' Armour	Chest	30	Rare	157	+8 Will
Fine Outriders' Boots	Feet	30	Rare	63	+8 Fate
Fine Outriders' Gloves	Hands	30	Rare	78	1% Healing Bonus
Fine Outriders' Helm	Head	30	Rare	47	+8 Vitality
Fine Outriders' Leggings	Legs	30	Rare	131	+8 Agility
Fine Outriders' Shoulder Guards	Shoulders	30	Rare	47	+8 Might
Fine Radiant Armour	Chest	50	Incomparable	205	+30 Vitality, +30 Will, +51 Max Power
Fine Radiant Gloves	Hands	50	Incomparable	103	+1 Morale Regeneration in Combat, 1% Healing Bonus, +50 Max Morale
Fine Radiant Hat	Head	50	Incomparable	62	3% Fear Resistance, 2% Healing Bonus, +14 Fate
Fine Radiant Leggings	Legs	50	Incomparable	171	+30 Agility, 3% Poison Resistance, +51 Max Power
Fine Radiant Shoes	Feet	50	Incomparable	82	+30 Agility, 3% Disease Resistance, +30 Vitality
Fine Radiant Shoulder Guards	Shoulders	50	Incomparable	62	+30 Fate, 2% Wound Resistance, +51 Max Power
Fine Rangers' Armour	Chest	45	Rare	236	+27 Might, +12 Fate
Fine Rangers' Boots	Feet	45	Rare	95	3% Disease Resistance, +12 Vitality
Fine Rangers' Gloves	Hands	45	Rare	118	+27 Might, +12 Agility
Fine Rangers' Helm	Head	45	Rare	70	3% Fear Resistance, +12 Might
Fine Rangers' Leggings	Legs	45	Rare	196	+27 Agility, +12 Fate
Fine Rangers' Shoulder Guards	Shoulders	45	Rare	70	+46 Max Power, 2% Wound Resistance
Fine Scholar's Armour	Chest	38	Rare	140	+23 Might
Fine Scholar's Gloves	Hands	38	Rare	70	2% Healing Bonus
Fine Scholar's Hat	Head	38	Rare	42	+23 Will
Fine Scholar's Leggings	Legs	38	Rare	117	+39 Max Power
Fine Scholar's Shoes	Feet	38	Rare	56	+39 Max Power
Fine Scholar's Shoulder Guards	Shoulders	38	Rare	42	+10 Agility, +10 Fate
Fine Traveler's Armour	Chest	30	Rare	111	+8 Will
Fine Traveler's Cap	Head	30	Rare	33	+8 Will
Fine Traveler's Gloves	Hands	30	Rare	56	1% Healing Bonus
Fine Traveler's Leggings	Legs	30	Rare	93	+8 Agility
Fine Traveler's Shoes	Feet	30	Rare	44	+8 Vitality
Fine Traveler's Shoulder Guards	Shoulders	30	Rare	33	+8 Fate
Fire-Worm Cloak	Back	43	Rare	95	+26 Might, +12 Vitality, +26 Fate
Firitham	Back	50	Uncommon	92	+5 Agility, +14 Will, +30 Fate, 1% Evade Chance
Fjor-halm	Head	32	Uncommon	56	2% Healing Bonus
Flared Helmet	Head	1	Common	1	—
Flared Helmet	Head	15	Common	21	—
Flared Helmet	Head	17	Common	24	—
Flared Helmet	Head	20	Common	28	—
Flared Helmet	Head	23	Common	32	—
Flared Helmet	Head	26	Common	36	—
Flared Helmet	Head	29	Common	41	—
Flared Helmet	Head	32	Common	45	—
Flared Helmet	Head	35	Common	49	—
Flared Helmet	Head	38	Common	53	—
Flared Helmet of Determination	Head	25	Uncommon	33	+7 Will
Flared Helmet of Determination	Head	31	Uncommon	54	+8 Will
Flared Helmet of Fleetness	Head	28	Uncommon	37	+8 Agility
Flared Helm of Vigour	Head	19	Uncommon	33	+5 Vitality
Flat Cap of Fleetness	Head	23	Uncommon	21	+6 Agility
Flat Cap of Fleetness	Head	26	Uncommon	24	+8 Agility
Flosi's Jacket	Chest	6	Common	22	—
Foldbeinas	Legs	48	Rare	281	+49 Max Power, +13 Might



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Foosgleam	Head	49	Rare	54	+29 Vitality, +13 Agility	
Forge-Crafted Armour	Chest	21	Rare	148	+6 Vitality	
Forge-Crafted Boots	Feet	21	Rare	59	+6 Vitality	
Forge-Crafted Gloves	Hands	21	Rare	74	+6 Agility	
Forge-Crafted Helm	Head	21	Rare	44	+6 Will	
Forge-Crafted Leggings	Legs	21	Rare	123	+6 Agility	
Forge-Crafted Shoulder Guards	Shoulders	21	Rare	44	+6 Fate	
Fornhands	Hands	41	Rare	107	+24 Might, +11 Vitality	
Foxtail Gloves	Hands	10	Uncommon	22	+3 Might	
Foxtail Shoulder Guards	Shoulders	10	Uncommon	9	+3 Will	
Frayed Cloak	Back	8	Common	11	—	
Frideric's Jacket	Chest	22	Uncommon	95	+6 Vitality	
Frideric's Shoes	Feet	22	Uncommon	51	+6 Might	
Froth-fotar	Feet	18	Uncommon	32	+14 Max Power	
Froth-klath	Chest	24	Rare	169	+7 Will	
Froth-leggar	Legs	44	Uncommon	214	+12 Will, +12 Fate, +32 Max Power	
Full Helm of Bree	Head	45	Rare	95	+27 Vitality, +45 Max Morale	
Fur Helm	Head	1	Common	2	—	
Fur Helm	Head	2	Common	2	—	
Fur Helm	Head	5	Common	6	—	
Fur Helm	Head	8	Common	9	—	
Fur Helm	Head	11	Common	11	—	
Fur Helm	Head	15	Common	15	—	
Fur Helm of Fleetness	Head	16	Uncommon	21	+5 Agility	
Fur Helm of Fleetness	Head	47	Uncommon	61	+13 Agility	
Fur Helm of Vigour	Head	31	Uncommon	41	+8 Vitality	
Gaelalph	Chest	45	Rare	236	+46 Max Power, +27 Will	
Gaerdail	Feet	50	Rare	104	+51 Max Power, +30 Vitality	
Gaiithin's Feathered Hat	Head	14	Uncommon	13	+4 Will	
Gaiithin's Gloves	Hands	9	Uncommon	19	+3 Agility	
Gaiithin's Shoulder Guards	Shoulders	9	Uncommon	8	+3 Fate	
Galadhrim Armour	Chest	50	Rare	262	+30 Might, 3% Wound Resistance	
Galadhrim Boots	Feet	50	Rare	104	+51 Max Power, +30 Vitality	
Galadhrim Gloves	Hands	50	Rare	131	1% Healing Bonus, +14 Vitality	
Galadhrim Helm	Head	50	Rare	78	+30 Vitality, +14 Might	
Galadhrim Leggings	Legs	50	Rare	218	+30 Agility, +30 Will	
Galadhrim Shoulder Guards	Shoulders	50	Rare	78	+51 Max Power, +30 Might	
Galadranc	Shoulders	37	Uncommon	65	+10 Might, +10 Will	
Gangalengi	Feet	50	Rare	104	3% Disease Resistance, +51 Max Power, +14 Agility	
Garman's Coat	Chest	50	Rare	351	+30 Might	
Garthraw	Legs	50	Rare	218	+30 Will, +14 Fate	
Gartorn	Legs	50	Rare	293	+30 Will, +51 Max Power	
Gatson's Shoulder Guards	Shoulders	26	Rare	55	+8 Fate	
Gatson's Shoulder Pads	Shoulders	26	Uncommon	24	+8 Will	
Gauntlets	Hands	45	Rare	118	+27 Agility, +12 Might	
Gauntlets	Hands	45	Rare	158	+.90 Morale Regeneration in Combat, +27 Might	
Gauntlets of Barahir	Hands	50	Rare	131	+1 Morale Regeneration in Combat, +30 Might	
Gauntlets of Dragonscale	Hands	45	Rare	118	+45 Max Morale, +27 Agility	
Gauntlets of Lossarnach	Hands	25	Rare	66	+18 Max Morale, +7 Might	
Gauntlets of Meduseld	Hands	18	Rare	47	+11 Might	
Gauntlets of Mirath	Hands	43	Rare	151	+26 Might, +31 Max Morale	
Gauntlets of Moria	Hands	33	Rare	86	+20 Might	
Gauntlets of Moria	Hands	39	Rare	137	+39 Max Morale, +11 Vitality	
Gauntlets of Sure-grip	Clothing	40	Rare	141	+24 Might, +11 Vitality	
Gauntlets of the Brown Wizard	Hands	30	Rare	105	+8 Agility	
Gauntlets of the Bulroarer	Hands	15	Rare	53	+9 Might	
Gauntlets of the Citadel	Hands	28	Rare	98	+17 Might	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Gauntlets of the Nimrodel	Hands	50	Rare	176	+1 Morale Regeneration in Combat, +30 Might
Gauntlets of the Riddermark	Hands	25	Rare	88	+18 Max Morale, +7 Vitality
Gauntlets of the Tower Hills	Hands	19	Rare	67	+12 Might
Gauntlets of Westmarch	Hands	13	Rare	34	+9 Agility
Geldang	Head	25	Rare	53	+15 Will
Geldleitar	Legs	30	Rare	176	+18 Agility
Gelhar	Clothing	40	Rare	44	+11 Will, +28 Max Morale
Gellanc	Shoulders	45	Uncommon	58	+27 Might, 2% Wound Resistance
Gellebid	Hands	50	Rare	93	+1 Morale Regeneration in Combat, +30 Agility, +14 Will
Gelluichar	Clothing	40	Incomparable	94	+24 Vitality, +24 Will, +28 Max Morale, +5 Morale Regeneration out of Combat
Gelluiranc	Shoulders	30	Uncommon	27	+8 Might, +8 Will
Ghost-walker's Cloak	Back	30	Rare	67	+18 Fate, +3 Stealth Level
Gilded Boots of Meduseld	Feet	19	Rare	40	+12 Vitality
Gilmar's Gloves	Hands	25	Uncommon	55	+7 Agility
Gilmar's Robe	Chest	25	Uncommon	77	+7 Vitality
Gisur's Jacket	Chest	46	Uncommon	199	+12 Vitality, +12 Fate, +47 Max Power
Gladden-guards	Shoulders	38	Rare	80	2% Wound Resistance, +10 Might
Gleaming Antler Helm	Head	50	Uncommon	87	+35 Max Morale
Gleaming Blade Helm	Head	49	Uncommon	86	+35 Max Morale
Gleaming Brimmed Hat	Head	38	Uncommon	35	+27 Max Morale
Gleaming Brimmed Helmet	Head	50	Uncommon	65	+35 Max Morale
Gleaming Chainmail Gauntlets	Hands	19	Uncommon	55	+14 Max Morale
Gleaming Chainmail Gloves	Hands	15	Uncommon	44	+11 Max Morale
Gleaming Chainmail Gloves	Hands	30	Uncommon	87	+21 Max Morale
Gleaming Chainmail Gloves	Hands	36	Uncommon	105	+36 Max Morale
Gleaming Conical Hat	Head	18	Uncommon	17	+13 Max Morale
Gleaming Conical Hat	Head	23	Uncommon	21	+17 Max Morale
Gleaming Conical Hat	Head	28	Uncommon	26	+20 Max Morale
Gleaming Conical Hat	Head	34	Uncommon	32	+24 Max Morale
Gleaming Cowl	Head	22	Uncommon	20	+16 Max Morale
Gleaming Cowl	Head	26	Uncommon	24	+19 Max Morale
Gleaming Cowl	Head	30	Uncommon	27	+21 Max Morale
Gleaming Cowl	Head	36	Uncommon	33	+26 Max Morale
Gleaming Domed Helm	Head	43	Uncommon	75	+31 Max Morale
Gleaming Dwarf Flared Helm	Head	21	Uncommon	37	+15 Max Morale
Gleaming Dwarf Fur Helm	Head	16	Uncommon	21	+12 Max Morale
Gleaming Dwarf Heavy Helm	Head	40	Uncommon	70	+28 Max Morale
Gleaming Dwarf Helm	Head	15	Uncommon	26	+11 Max Morale
Gleaming Dwarf Leather Gauntlets	Hands	20	Uncommon	43	+14 Max Morale
Gleaming Dwarf Leather Gauntlets	Hands	30	Uncommon	24	+21 Max Morale
Gleaming Dwarf Leather Gauntlets	Hands	33	Uncommon	71	+24 Max Morale
Gleaming Dwarf Leather Gauntlets	Hands	36	Uncommon	79	+26 Max Morale
Gleaming Dwarf Leather Gauntlets	Hands	36	Uncommon	79	+36 Max Morale
Gleaming Dwarf Leather Gauntlets	Hands	46	Uncommon	100	+33 Max Morale, +12 Agility
Gleaming Dwarf Leather Gauntlets	Hands	46	Uncommon	100	+33 Max Morale, +12 Vitality
Gleaming Dwarf Leather Gauntlets	Hands	50	Uncommon	109	+35 Max Morale, +14 Might
Gleaming Dwarf Leather Gloves	Hands	17	Uncommon	37	+12 Max Morale
Gleaming Dwarf Leather Gloves	Hands	20	Uncommon	43	+14 Max Morale
Gleaming Dwarf Leather Gloves	Hands	23	Uncommon	50	+17 Max Morale
Gleaming Dwarf Leather Gloves	Hands	30	Uncommon	65	+21 Max Morale
Gleaming Dwarf Leather Gloves	Hands	33	Uncommon	71	+24 Max Morale
Gleaming Dwarf Leather Gloves	Hands	39	Uncommon	85	+39 Max Morale
Gleaming Dwarf Leather Gloves	Hands	46	Uncommon	100	+46 Max Morale
Gleaming Dwarf Leather Gloves	Hands	50	Uncommon	109	+35 Max Morale
Gleaming Dwarf Leather Gloves of Fleetness	Hands	39	Uncommon	85	+28 Max Morale
Gleaming Dwarf Mask	Head	34	Uncommon	59	+24 Max Morale
Gleaming Dwarf Padded Gloves	Hands	24	Uncommon	37	+17 Max Morale



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Gleaming Dwarf Padded Gloves	Hands	33	Uncommon	51	+24 Max Morale
Gleaming Dwarf Padded Gloves	Hands	42	Uncommon	64	+30 Max Morale
Gleaming Dwarf Padded Gloves	Hands	49	Uncommon	76	+35 Max Morale
Gleaming Dwarf Padded Gloves	Hands	50	Uncommon	77	+35 Max Morale
Gleaming Dwarf Spiked Helm	Head	43	Uncommon	40	+31 Max Morale
Gleaming Dwarf Spiked Helm	Head	46	Uncommon	42	+33 Max Morale
Gleaming Dwarf Spiked Helm	Head	47	Uncommon	61	+33 Max Morale
Gleaming Dwarf Steel Gauntlets	Hands	33	Uncommon	96	+24 Max Morale, +9 Might
Gleaming Dwarf Steel Gauntlets	Hands	45	Uncommon	131	+32 Max Morale, +12 Might
Gleaming Dwarf Steel Gauntlets	Hands	45	Uncommon	131	+32 Max Morale, +12 Will
Gleaming Dwarf Steel Gauntlets	Hands	48	Uncommon	140	+48 Max Morale, +13 Will
Gleaming Dwarf Steel Gauntlets	Hands	49	Uncommon	143	+35 Max Morale, 1% Healing Bonus
Gleaming Dwarf Steel Gauntlets	Hands	49	Uncommon	176	+49 Max Morale, +13 Agility
Gleaming Dwarf Steel Gauntlets	Hands	50	Uncommon	180	+50 Max Morale, +14 Might
Gleaming Dwarf Steel Gloves	Hands	19	Uncommon	55	+14 Max Morale
Gleaming Dwarf Steel Gloves	Hands	26	Uncommon	76	+19 Max Morale
Gleaming Dwarf Steel Gloves	Hands	28	Uncommon	82	+20 Max Morale
Gleaming Dwarf Steel Gloves	Hands	30	Uncommon	87	+21 Max Morale
Gleaming Dwarf Steel Gloves	Hands	36	Uncommon	105	+36 Max Morale
Gleaming Dwarf Steel Gloves	Hands	39	Uncommon	114	+28 Max Morale
Gleaming Dwarf Steel Gloves	Hands	43	Uncommon	125	+31 Max Morale
Gleaming Dwarf Steel Gloves	Hands	45	Uncommon	131	+45 Max Morale
Gleaming Dwarf Steel Gloves	Hands	48	Uncommon	140	+48 Max Morale
Gleaming Dwarf Steel Gloves	Hands	49	Uncommon	143	+35 Max Morale
Gleaming Dwarf Steel Gloves	Hands	50	Uncommon	146	+35 Max Morale
Gleaming Elven Leather Gauntlets	Hands	33	Uncommon	71	+24 Max Morale
Gleaming Elven Leather Gauntlets	Hands	36	Uncommon	79	+26 Max Morale
Gleaming Elven Leather Gauntlets	Hands	36	Uncommon	79	+36 Max Morale
Gleaming Elven Leather Gauntlets	Hands	39	Uncommon	85	+28 Max Morale, +11 Fate
Gleaming Elven Leather Gauntlets	Hands	39	Uncommon	85	+39 Max Morale
Gleaming Elven Leather Gloves	Hands	30	Uncommon	65	+30 Max Morale
Gleaming Elven Leather Gloves	Hands	33	Uncommon	71	+24 Max Morale
Gleaming Elven Leather Gloves	Hands	43	Uncommon	94	+31 Max Morale
Gleaming Elven Leather Gloves	Hands	43	Uncommon	94	+43 Max Morale
Gleaming Elven Leather Gloves	Hands	46	Uncommon	100	+46 Max Morale
Gleaming Elven Leather Gloves	Hands	50	Uncommon	109	+35 Max Morale
Gleaming Elven Leather Gloves	Hands	50	Uncommon	109	+35 Max Morale, +14 Vitality
Gleaming Elven Pointed Helm	Head	31	Uncommon	41	+22 Max Morale
Gleaming Elven Quilted Gloves	Hands	30	Uncommon	46	+21 Max Morale
Gleaming Elven Quilted Gloves	Hands	39	Uncommon	60	+28 Max Morale
Gleaming Elven Spiked Helmet	Head	50	Uncommon	87	+35 Max Morale
Gleaming Elven Steel Gauntlets	Hands	30	Uncommon	87	+21 Max Morale
Gleaming Elven Steel Gauntlets	Hands	45	Uncommon	131	+32 Max Morale
Gleaming Elven Steel Gauntlets	Hands	49	Uncommon	143	+35 Max Morale
Gleaming Elven Steel Gauntlets	Hands	49	Uncommon	143	+35 Max Morale, +13 Might
Gleaming Elven Steel Gauntlets	Hands	49	Uncommon	176	+49 Max Morale, +13 Will
Gleaming Elven Steel Gloves	Hands	39	Uncommon	140	+28 Max Morale, +11 Vitality
Gleaming Elven Steel Gloves	Hands	43	Uncommon	125	+31 Max Morale, +12 Agility
Gleaming Elven Steel Gloves	Hands	45	Uncommon	131	+45 Max Morale
Gleaming Elven Steel Gloves	Hands	48	Uncommon	140	+48 Max Morale
Gleaming Elven Steel Gloves	Hands	49	Uncommon	143	+49 Max Morale
Gleaming Elven Winged Helmet	Head	40	Uncommon	70	+28 Max Morale
Gleaming Elven Winged Helmet	Head	49	Uncommon	86	+35 Max Morale
Gleaming Feathered Hat	Head	44	Uncommon	41	+31 Max Morale
Gleaming Feathered Hat	Head	50	Uncommon	46	+35 Max Morale, 1% Healing Bonus
Gleaming Flared Helm	Head	21	Uncommon	37	+15 Max Morale
Gleaming Flared Helmet	Head	28	Uncommon	49	+20 Max Morale

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Gleaming Flat Cap	Head	34	Uncommon	32	+24 Max Morale
Gleaming Flat Cap	Head	42	Uncommon	39	+30 Max Morale
Gleaming Flat Cap	Head	48	Uncommon	44	+34 Max Morale, +13 Will
Gleaming Chainmail Gauntlets	Hands	33	Uncommon	96	+24 Max Morale
Gleaming Hooded Woven Cloak	Back	14	Uncommon	26	+10 Max Morale
Gleaming Hooded Woven Cloak	Back	26	Uncommon	48	+19 Max Morale
Gleaming Hooded Woven Cloak	Back	32	Uncommon	59	+23 Max Morale
Gleaming Hooded Woven Cloak	Back	42	Uncommon	77	+30 Max Morale
Gleaming Hooded Woven Cloak	Back	50	Uncommon	92	+50 Max Morale
Gleaming Leather Gauntlets	Hands	15	Uncommon	33	+11 Max Morale
Gleaming Leather Gauntlets	Hands	17	Uncommon	37	+12 Max Morale
Gleaming Leather Gauntlets	Hands	25	Uncommon	55	+18 Max Morale
Gleaming Leather Gauntlets	Hands	36	Uncommon	79	+36 Max Morale
Gleaming Leather Gauntlets	Hands	39	Uncommon	85	+28 Max Morale
Gleaming Leather Gauntlets	Hands	39	Uncommon	85	+39 Max Morale
Gleaming Leather Gauntlets	Hands	43	Uncommon	94	+43 Max Morale
Gleaming Leather Gauntlets	Hands	50	Uncommon	77	+35 Max Morale, +14 Agility
Gleaming Leather Gloves	Hands	46	Uncommon	100	+33 Max Morale
Gleaming Leather Gloves	Hands	46	Uncommon	100	+46 Max Morale
Gleaming Leather Gloves	Hands	50	Uncommon	109	+50 Max Morale, +14 Vitality
Gleaming Leather Helm	Head	18	Uncommon	17	+13 Max Morale
Gleaming Leather Helm	Head	40	Uncommon	37	+28 Max Morale
Gleaming Leather Helm	Head	49	Uncommon	45	+35 Max Morale
Gleaming Leather Helm	Head	50	Uncommon	46	+35 Max Morale
Gleaming Padded Gloves	Hands	24	Uncommon	37	+17 Max Morale
Gleaming Padded Gloves	Hands	42	Uncommon	64	+30 Max Morale
Gleaming Padded Gloves	Hands	45	Uncommon	69	+32 Max Morale
Gleaming Padded Gloves	Hands	49	Uncommon	76	+35 Max Morale
Gleaming Padded Gloves	Hands	50	Uncommon	77	+35 Max Morale
Gleaming Quilted Jacket	Chest	21	Uncommon	64	+15 Max Morale
Gleaming Quilted Jacket	Chest	24	Uncommon	73	+17 Max Morale
Gleaming Scale Gauntlets	Hands	39	Uncommon	114	+28 Max Morale, +11 Agility
Gleaming Scale Gauntlets	Hands	39	Uncommon	114	+39 Max Morale
Gleaming Scale Gauntlets	Hands	43	Uncommon	125	+43 Max Morale
Gleaming Scale Gauntlets	Hands	45	Uncommon	131	+32 Max Morale
Gleaming Scale Gauntlets	Hands	48	Uncommon	140	+48 Max Morale
Gleaming Scale Gloves	Hands	36	Uncommon	105	+26 Max Morale, +9 Might
Gleaming Scale Gloves	Hands	36	Uncommon	105	+26 Max Morale, +9 Will
Gleaming Scale Gloves	Hands	39	Uncommon	114	+39 Max Morale
Gleaming Scale Gloves	Hands	43	Uncommon	125	+31 Max Morale
Gleaming Scale Gloves	Hands	48	Uncommon	140	+34 Max Morale
Gleaming Scale Gloves	Hands	48	Uncommon	140	+34 Max Morale, +13 Might
Gleaming Scale Helm	Head	19	Uncommon	25	+14 Max Morale
Gleaming Westernesse Cloth Gloves	Hands	45	Uncommon	69	+32 Max Morale
Gleaming Westernesse Helm	Head	46	Uncommon	80	+33 Max Morale
Gleaming Westernesse Leather Gauntlets	Hands	46	Uncommon	100	+33 Max Morale
Gleaming Westernesse Leather Gauntlets	Hands	46	Uncommon	100	+46 Max Morale, +12 Will
Gleaming Westernesse Leather Gauntlets	Hands	50	Uncommon	109	+50 Max Morale
Gleaming Westernesse Leather Gloves	Hands	46	Uncommon	100	+46 Max Morale
Gleaming Westernesse Padded Gloves	Hands	45	Uncommon	69	+32 Max Morale
Gleaming Westernesse Padded Gloves	Hands	48	Uncommon	73	+48 Max Morale
Gleaming Westernesse Padded Gloves	Hands	50	Uncommon	77	+50 Max Morale, +14 Will
Gleaming Westernesse Spiked Helm	Head	50	Uncommon	65	+35 Max Morale
Gleaming Westernesse Steel Gauntlets	Hands	45	Uncommon	131	+32 Max Morale, +12 Agility
Gleaming Westernesse Steel Gauntlets	Hands	48	Uncommon	140	+34 Max Morale
Gleaming Westernesse Steel Gauntlets	Hands	48	Uncommon	140	+48 Max Morale
Gleaming Westernesse Steel Gauntlets	Hands	49	Uncommon	143	+49 Max Morale



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Gleaming Westernesse Steel Gauntlets	Hands	50	Uncommon	146	+50 Max Morale
Gleaming Westernesse Steel Gloves	Hands	45	Uncommon	131	+32 Max Morale
Gleaming Westernesse Steel Gloves	Hands	45	Uncommon	131	+45 Max Morale
Gleaming Woolen Hat	Head	32	Uncommon	29	+23 Max Morale
Gleaming Woolen Hat	Head	38	Uncommon	35	+27 Max Morale
Gleaming Woven Cloak	Back	25	Uncommon	46	+18 Max Morale
Gleaming Woven Cloak	Back	30	Uncommon	55	+21 Max Morale
Gleaming Woven Cloak	Back	36	Uncommon	66	+26 Max Morale
Gleaming Woven Cloak	Back	44	Uncommon	81	+31 Max Morale
Gleter	Head	50	Rare	105	+30 Will, +14 Agility, +14 Might
Glodmun	Chest	38	Rare	267	+39 Max Power, +23 Vitality
Gloves	Hands	1	Common	2	—
Gloves	Hands	45	Rare	118	+27 Might, +12 Agility
Gloves	Hands	47	Rare	86	+29 Agility, +47 Max Morale
Gloves of Barahir	Hands	39	Rare	102	+24 Agility, +11 Might
Gloves of Dorthonion	Hands	30	Rare	105	+18 Agility
Gloves of Edoras	Hands	28	Rare	51	+28 Max Morale
Gloves of Erebor	Hands	41	Rare	76	+11 Fate, +41 Max Morale
Gloves of Gondolin	Hands	35	Rare	123	+21 Might
Gloves of Ithilien	Hands	34	Rare	63	+21 Agility
Gloves of Khazad-dum	Hands	38	Rare	70	+38 Max Morale, +10 Agility
Gloves of Mirkwood	Hands	47	Rare	86	+29 Agility, +13 Vitality, +33 Max Morale
Gloves of Moonlight	Hands	44	Rare	81	+31 Max Morale, +12 Might, +12 Agility
Gloves of Tharbad	Hands	28	Rare	73	+28 Max Morale
Gloves of the Aurochs	Hands	50	Incomparable	145	+30 Agility, +30 Might, +14 Vitality
Gloves of the Brandywine	Hands	8	Rare	21	+6 Might
Gloves of the Crossroads	Hands	21	Rare	39	+6 Fate
Gloves of the Eglain	Hands	30	Rare	78	+60 Morale Regeneration in Combat
Gloves of the Mark	Hands	23	Rare	60	+6 Fate
Gloves of the Mark	Hands	32	Rare	59	+20 Might, +23 Max Morale
Gloves of the Northlands	Hands	24	Rare	44	+15 Agility
Gloves of the Shirriff	Hands	11	Rare	21	—
Gloves of the Silverwood	Hands	48	Rare	169	+29 Agility, +13 Will
Gloves of Tuckborough	Hands	14	Rare	26	+10 Max Morale
Goldberry's Hope	Back	31	Uncommon	57	+8 Might
Gold Cloak	Back	2	Common	3	—
Golden Gauntlets of the Kings	Hands	22	Rare	77	+44 Morale Regeneration in Combat
Golfadanir	Legs	18	Uncommon	87	+5 Will
Golhador Vest	Chest	43	Uncommon	131	+26 Will, +12 Vitality, +5 Fate
Golham	Chest	50	Rare	185	+30 Will, +14 Fate, +51 Max Power
Golubadanir	Legs	44	Rare	258	+27 Will, +12 Fate, +1.2 Morale Regeneration in Combat
Golucham	Clothing	40	Rare	148	+11 Might, +11 Will
Gondorian Armour	Chest	30	Uncommon	175	+8 Vitality
Gondorian Boots	Feet	30	Uncommon	70	+22 Max Power
Gondorian Gloves	Hands	30	Uncommon	87	1% Healing Bonus
Gondorian Helm	Head	30	Uncommon	52	+21 Max Morale
Gondorian Leggings	Legs	30	Uncommon	146	+8 Will
Gondorian Shoulder Guards	Shoulders	30	Uncommon	52	+22 Max Power
Gondranc's Mantle	Back	34	Rare	75	1% Evade Chance
Goodheart	Head	44	Rare	49	3% Fear Resistance, +27 Will
Great Helm of Rivendell	Head	45	Rare	95	+27 Vitality, +45 Max Morale
Great Helm of the Shire	Head	45	Rare	95	+27 Vitality, +45 Max Morale
Great Helm of Thorin's Hall	Head	45	Rare	95	+27 Vitality, +12 Might
Green Cloak	Back	2	Common	3	—
Green's Leggings	Legs	7	Common	21	—
Greenwood Cloak	Back	50	Rare	111	+30 Fate, +14 Vitality, +14 Agility
Grip-mundar	Clothing	40	Rare	74	+24 Might, +11 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Grundbog	Chest	50	Rare	155	3% Wound Resistance, +30 Will
Gurdring's End	Back	40	Uncommon	74	+24 Might, +4 Will, +11 Fate
Gurzrum's Demise	Back	10	Common	15	—
Gwatham	Chest	50	Rare	185	+5 Stealth Level, +30 Will
Halchol	Back	43	Uncommon	79	+12 Agility, 1% Evade Chance, +4 Stealth Level
Halfur	Feet	50	Rare	75	+30 Vitality
Halros' Boots	Feet	12	Uncommon	21	+4 Agility
Halros' Trousers	Legs	12	Uncommon	31	+4 Will
Halthol	Head	44	Uncommon	77	+12 Might, +31 Max Morale, 1% Healing Bonus
Hambadanir	Clothing	40	Rare	123	+24 Will, +11 Vitality
Hammertap	Chest	50	Rare	185	—
Hana's Gloves	Hands	22	Uncommon	34	+6 Fate
Hana's Helmet	Head	23	Uncommon	30	+6 Agility
Handranc	Clothing	40	Rare	84	+24 Might, +11 Will
Hanhham	Chest	35	Rare	246	+36 Max Power
Hanhar	Head	36	Uncommon	63	+21 Will
Happ-leggar	Legs	28	Uncommon	101	+29 Max Power
Hardened Bronze Armour	Chest	15	Rare	105	+9 Vitality
Hardened Bronze Boots	Feet	15	Rare	42	+9 Vitality
Hardened Bronze Gloves	Hands	15	Rare	53	+9 Agility
Hardened Bronze Helm	Head	15	Rare	32	+9 Will
Hardened Bronze Leggings	Legs	15	Rare	88	+9 Agility
Hardened Bronze Shoulder Guards	Shoulders	15	Rare	32	+9 Fate
Hardened Dwarf-Iron Armour	Chest	34	Rare	239	+21 Vitality, +9 Might
Hardened Dwarf-Iron Boots	Feet	34	Rare	96	+21 Vitality, +9 Agility
Hardened Dwarf-Iron Gloves	Hands	34	Rare	119	+21 Agility, +9 Might
Hardened Dwarf-Iron Helm	Head	34	Rare	72	+21 Will, +9 Vitality
Hardened Dwarf-Iron Leggings	Legs	34	Rare	199	+21 Agility, +9 Will
Hardened Dwarf-Iron Shoulder Guards	Shoulders	34	Rare	72	+21 Fate, +9 Might
Hardened Elven Soldiers' Armour	Chest	45	Rare	316	+27 Vitality, +46 Max Power, +12 Fate
Hardened Elven Soldiers' Boots	Feet	45	Rare	127	+27 Vitality, +46 Max Power, +12 Agility
Hardened Elven Soldiers' Gloves	Hands	45	Rare	158	+27 Agility, +45 Max Morale, +12 Might
Hardened Elven Soldiers' Helm	Head	45	Rare	95	+27 Will, +45 Max Morale, +2.5 Morale Regeneration out of Combat
Hardened Elven Soldiers' Leggings	Legs	45	Rare	264	+27 Agility, +46 Max Power, +12 Will
Hardened Elven Soldiers' Shoulder Guards	Shoulders	45	Rare	95	+27 Fate, +46 Max Power, +12 Might
Hardened Iron Armour	Chest	18	Rare	127	+11 Might
Hardened Iron Boots	Feet	18	Rare	51	+11 Agility
Hardened Iron Gloves	Hands	18	Rare	63	+11 Might
Hardened Iron Helm	Head	18	Rare	38	+11 Vitality
Hardened Iron Leggings	Legs	18	Rare	105	+11 Will
Hardened Iron Shoulder Guards	Shoulders	18	Rare	38	+11 Might
Hardened Steel Armour	Chest	24	Rare	169	+15 Vitality
Hardened Steel Boots	Feet	24	Rare	67	+15 Vitality
Hardened Steel Gloves	Hands	24	Rare	84	+15 Agility
Hardened Steel Helm	Head	24	Rare	51	+15 Will
Hardened Steel Leggings	Legs	24	Rare	141	+15 Agility
Hardened Steel Shoulder Guards	Shoulders	24	Rare	51	+15 Fate
Hard-heels	Feet	50	Rare	62	+30 Agility, +14 Might, +36 Max Power
Hard-knuckles	Hands	35	Rare	92	+21 Might
Hard-knuckles	Hands	50	Rare	95	+30 Might, +50 Max Morale
Harstan's Gauntlets	Hands	47	Rare	165	+29 Might, +13 Vitality
Harthatham	Clothing	46	Rare	323	+12 Vitality, +12 Will
Hat of Anorien	Head	31	Rare	34	+18 Vitality
Hat of Arthedain	Head	20	Rare	22	+14 Max Morale
Hat of Erebor	Head	37	Rare	41	+10 Agility, +37 Max Morale
Hat of Starlight	Head	44	Rare	49	+27 Will, +44 Max Morale
Hat of the Crossroads	Head	32	Rare	35	+5 Morale Regeneration out of Combat



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Hat of the Forests	Head	49	Rare	54	+29 Vitality, +49 Max Morale, 3% Fear Resistance
Hat of the Horse-lords	Head	26	Rare	29	+19 Max Morale, +5 Morale Regeneration out of Combat
Hat of the Mark	Head	18	Rare	20	+5 Agility
Hat of the Mark	Head	22	Rare	24	+14 Vitality, +6 Fate
Hat of the Northlands	Head	36	Rare	40	+21 Will, +9 Agility
Hat of the Rangers	Head	50	Rare	55	+30 Vitality, +14 Agility, +14 Will
Hat of the Shire	Head	15	Rare	17	+11 Max Morale
Hat of the Shire	Head	20	Rare	22	+12 Vitality
Hat of the Shirriff	Head	24	Rare	27	3% Fear Resistance
Hat of the Shirriff	Head	45	Rare	50	+27 Vitality, +45 Max Morale
Hat of the White Downs	Head	10	Rare	11	+7 Max Morale
Hat of the White Downs	Head	40	Rare	44	+40 Max Morale, +24 Will
Hat of Tuckborough	Head	28	Rare	31	3% Fear Resistance
Haven-cloak	Back	50	Rare	111	1% Evade Chance, +30 Agility
Heavy Bronze Armour	Chest	15	Uncommon	87	+4 Vitality
Heavy Bronze Boots	Feet	15	Uncommon	35	+4 Vitality
Heavy Bronze Gloves	Hands	15	Uncommon	44	+4 Agility
Heavy Bronze Helm	Head	15	Uncommon	26	+4 Will
Heavy Bronze Leggings	Legs	15	Uncommon	73	+4 Agility
Heavy Bronze Shoulder Guards	Shoulders	15	Uncommon	26	+4 Fate
Heavy Cloth Armour	Chest	7	Uncommon	22	+2 Will
Heavy Cloth Gloves	Hands	7	Uncommon	11	+5 Max Morale
Heavy Cloth Hat	Head	7	Uncommon	7	+2 Fate
Heavy Cloth Leggings	Legs	7	Uncommon	18	+2 Vitality
Heavy Cloth Shoes	Feet	7	Uncommon	8	+6 Max Power
Heavy Cloth Shoulder Guards	Shoulders	7	Uncommon	7	+2 Might
Heavy Cotton Armour	Chest	24	Uncommon	73	+7 Vitality
Heavy Cotton Gloves	Hands	24	Uncommon	37	+7 Agility
Heavy Cotton Hat	Head	24	Uncommon	22	+7 Will
Heavy Cotton Leggings	Legs	24	Uncommon	61	+7 Agility
Heavy Cotton Shoes	Feet	24	Uncommon	29	+7 Vitality
Heavy Cotton Shoulder Guards	Shoulders	24	Uncommon	22	+7 Fate
Heavy Dwarf-Iron Armour	Chest	34	Uncommon	198	+9 Vitality, +9 Might
Heavy Dwarf-Iron Boots	Feet	34	Uncommon	79	+9 Vitality, +9 Agility
Heavy Dwarf-Iron Gloves	Hands	34	Uncommon	99	+9 Agility, +9 Might
Heavy Dwarf-Iron Helm	Head	34	Uncommon	59	+9 Will, +9 Vitality
Heavy Dwarf-Iron Leggings	Legs	34	Uncommon	165	+9 Agility, +9 Will
Heavy Dwarf-Iron Shoulder Guards	Shoulders	34	Uncommon	59	+9 Fate, +9 Might
Heavy Elven Soldiers' Armour	Chest	45	Rare	316	+27 Vitality, +46 Max Power
Heavy Elven Soldiers' Boots	Feet	45	Rare	127	+27 Vitality, +46 Max Power
Heavy Elven Soldiers' Gloves	Hands	45	Rare	158	+27 Agility, +45 Max Morale
Heavy Elven Soldiers' Helm	Head	45	Rare	95	+27 Will, +45 Max Morale
Heavy Elven Soldiers' Leggings	Legs	45	Rare	264	+27 Agility, +46 Max Power
Heavy Elven Soldiers' Shoulder Guards	Shoulders	45	Rare	95	+27 Fate, +46 Max Power
Heavy Iron Armour	Chest	18	Uncommon	105	+5 Might
Heavy Iron Boots	Feet	18	Uncommon	42	+5 Agility
Heavy Iron Gloves	Hands	18	Uncommon	52	+5 Might
Heavy Iron Helm	Head	18	Uncommon	31	+5 Vitality
Heavy Iron Leggings	Legs	18	Uncommon	87	+5 Will
Heavy Iron Shoulder Guards	Shoulders	18	Uncommon	31	+5 Might
Heavy Leather Armour	Chest	13	Uncommon	56	+4 Vitality
Heavy Leather Boots	Feet	13	Uncommon	22	+4 Vitality
Heavy Leather Gloves	Hands	13	Uncommon	28	+4 Agility
Heavy Leather Helm	Head	13	Uncommon	17	+4 Will
Heavy Leather Leggings	Legs	13	Uncommon	47	+4 Agility
Heavy Leather Shoulder Guards	Shoulders	13	Uncommon	17	+4 Fate
Heavy Padded Armour	Chest	7	Uncommon	31	+2 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Heavy Padded Boots	Feet	7	Uncommon	12	+6 Max Power
Heavy Padded Gloves	Hands	7	Uncommon	15	+5 Max Morale
Heavy Padded Helm	Head	7	Uncommon	9	+2 Might
Heavy Padded Leggings	Legs	7	Uncommon	26	+2 Vitality
Heavy Padded Shoulder Guards	Shoulders	7	Uncommon	9	+2 Might
Heavy Quilted Armour	Chest	13	Uncommon	40	+4 Vitality
Heavy Quilted Gloves	Hands	13	Uncommon	20	+4 Agility
Heavy Quilted Hood	Head	13	Uncommon	12	+4 Will
Heavy Quilted Leggings	Legs	13	Uncommon	33	+4 Agility
Heavy Quilted Shoes	Feet	13	Uncommon	16	+4 Vitality
Heavy Quilted Shoulder Guards	Shoulders	13	Uncommon	12	+4 Fate
Heavy Skirmisher's Armour	Chest	34	Uncommon	148	+9 Vitality, +9 Might
Heavy Skirmisher's Boots	Feet	34	Uncommon	59	+9 Vitality, +9 Agility
Heavy Skirmisher's Gloves	Hands	34	Uncommon	74	+9 Agility, +9 Might
Heavy Skirmisher's Helm	Head	34	Uncommon	44	+9 Will, +9 Vitality
Heavy Skirmisher's Leggings	Legs	34	Uncommon	124	+9 Agility, +9 Will
Heavy Skirmisher's Shoulder Guards	Shoulders	34	Uncommon	44	+9 Fate, +9 Might
Heavy Steel Armour	Chest	24	Uncommon	140	+7 Vitality
Heavy Steel Boots	Feet	24	Uncommon	56	+7 Vitality
Heavy Steel Gloves	Hands	24	Uncommon	70	+7 Agility
Heavy Steel Helm	Head	24	Uncommon	42	+7 Will
Heavy Steel Leggings	Legs	24	Uncommon	117	+7 Agility
Heavy Steel Shoulder Guards	Shoulders	24	Uncommon	42	+7 Fate
Helm	Head	45	Rare	50	+27 Vitality, +45 Max Morale
Helm	Head	45	Rare	70	+27 Will, +45 Max Morale
Helm	Head	45	Rare	95	+27 Vitality, +12 Will
Helm of Barazinbar	Head	47	Rare	74	+47 Max Morale, +29 Vitality
Helm of Dragon-fire	Head	42	Rare	89	+26 Vitality, +12 Agility
Helm of Dunharrow	Head	38	Rare	59	+38 Max Morale, +5 Morale Regeneration out of Combat
Helm of Eriador	Head	24	Rare	38	+7 Agility
Helm of Imladris	Head	49	Rare	77	+49 Max Morale, +29 Will
Helm of Moria	Head	44	Rare	69	+27 Will, +44 Max Morale
Helm of Osgiliath	Head	23	Rare	48	+14 Vitality
Helm of Rohan	Head	36	Rare	57	3% Fear Resistance
Helm of the Aurochs	Head	50	Incomparable	87	+30 Will, +30 Vitality, +14 Might
Helm of the Burglar	Head	15	Rare	23	+9 Will
Helm of the Eastfold	Head	39	Rare	82	+24 Vitality, +28 Max Morale
Helm of the Galadhrim	Head	46	Rare	97	+27 Will, +12 Vitality
Helm of the Guardian	Head	15	Rare	32	+11 Max Morale
Helm of the Iron Hills	Head	43	Rare	91	+43 Max Morale, +26 Will
Helm of the North-star	Head	40	Rare	63	+11 Agility, +11 Will, +28 Max Morale
Helm of the Periannath	Head	13	Rare	21	+9 Vitality
Helm of the Raven	Head	18	Rare	28	+5 Morale Regeneration out of Combat
Helm of the Silver Swan	Head	28	Rare	59	+17 Vitality
Helm of the Steward	Head	31	Rare	49	+18 Vitality
Helm of the Took	Head	18	Rare	38	+5 Agility
Helm of the White Horse	Head	36	Rare	76	+36 Max Morale
Helm of Thorin's Hall	Head	45	Rare	70	+27 Will, +5 Morale Regeneration out of Combat
Helm of Thranduil	Head	50	Rare	105	+50 Max Morale, +30 Vitality
Helmet Immemorial	Head	33	Rare	52	+9 Will, +9 Might, 1% Healing Bonus
Helthail	Feet	48	Rare	135	+29 Agility, +13 Vitality, +49 Max Power
Hengaim	Hands	12	Uncommon	19	+4 Will
Herdhranc	Clothing	40	Rare	63	+11 Might, +11 Fate
Heronham	Chest	50	Rare	262	+14 Agility, +30 Vitality, +14 Will, +50 Max Morale
Herth-fotar	Feet	48	Uncommon	112	+29 Vitality, +35 Max Power, 3% Disease Resistance
Herth-herthar	Shoulders	12	Common	10	—
Herth-klath	Chest	12	Common	42	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Herth-mundar	Hands	50	Rare	176	+1 Morale Regeneration in Combat, 2% Healing Bonus
Hider's Cloak	Back	5	Common	7	—
High-hope	Head	50	Rare	78	+14 Vitality, +14 Might
High-protector's Boots	Feet	50	Incomparable	156	+51 Max Power, +30 Vitality, +14 Might
High-protector's Breastplate	Chest	50	Incomparable	390	+30 Might, +30 Will
High-protector's Gloves	Hands	50	Incomparable	195	+30 Might, +1 Morale Regeneration in Combat, +14 Agility
High-protector's Helm	Head	50	Incomparable	117	+30 Will, +50 Max Morale, +14 Vitality
High-protector's Leggings	Legs	50	Incomparable	325	+30 Will, +2 Morale Regeneration in Combat, +14 Might
High-protector's Shoulders	Shoulders	50	Incomparable	117	+30 Might, +51 Max Power, +14 Agility
Himhar	Head	42	Rare	89	+26 Will, +5 Fate, +5 Morale Regeneration out of Combat
Himmanadh	Shoulders	50	Rare	56	2% Wound Resistance, +30 Fate
Hive Tending Boots	Feet	10	Uncommon	17	+3 Might
Hodges' Jacket	Chest	23	Uncommon	134	+17 Max Power
Hooded Cloak of Lothlórien	Back	25	Rare	56	+18 Max Morale
Hooded Cloak of Moonlight	Back	31	Rare	68	1% Evade Chance
Hooded Cloak of Shadows	Back	21	Rare	46	1% Evade Chance
Hooded Cloak of the Mearas	Back	46	Rare	102	1% Evade Chance, +27 Might
Hooded Cloak of the Mountains	Back	35	Rare	78	+21 Might
Hooded Cloak of the Rangers	Back	40	Rare	89	+11 Fate
Hooded Cloak of the Shire	Back	28	Rare	62	+8 Fate
Hooded Cloak of the Steward	Back	42	Rare	93	+42 Max Morale
Hooded Woven Cloak	Back	1	Uncommon	1	—
Hooded Woven Cloak	Back	5	Common	7	—
Hooded Woven Cloak	Back	7	Common	10	—
Hooded Woven Cloak	Back	9	Common	13	—
Hooded Woven Cloak	Back	11	Common	16	—
Hooded Woven Cloak	Back	13	Common	19	—
Hooded Woven Cloak	Back	15	Common	22	—
Hooded Woven Cloak	Back	17	Common	25	—
Hooded Woven Cloak	Back	19	Common	28	—
Hooded Woven Cloak	Back	21	Common	31	—
Hooded Woven Cloak	Back	23	Common	33	—
Hooded Woven Cloak	Back	25	Common	37	—
Hooded Woven Cloak	Back	27	Common	40	—
Hooded Woven Cloak	Back	29	Common	43	—
Hooded Woven Cloak	Back	31	Common	45	—
Hooded Woven Cloak	Back	35	Common	52	—
Hooded Woven Cloak	Back	38	Common	56	—
Hooded Woven Cloak	Back	40	Common	59	—
Hooded Woven Cloak	Back	42	Common	62	—
Hooded Woven Cloak	Back	44	Common	65	—
Hooded Woven Cloak	Back	46	Common	68	—
Hooded Woven Cloak	Back	48	Common	70	—
Hooded Woven Cloak of Fate	Back	20	Uncommon	37	+5 Fate
Hooded Woven Cloak of Fate	Back	23	Uncommon	42	+6 Fate
Hooded Woven Cloak of Fate	Back	28	Uncommon	51	+8 Fate
Hooded Woven Cloak of Fate	Back	32	Uncommon	59	+9 Fate
Hooded Woven Cloak of Fate	Back	34	Uncommon	62	+9 Fate
Hooded Woven Cloak of Fate	Back	42	Uncommon	77	+12 Fate
Hooded Woven Cloak of Fate	Back	50	Uncommon	92	+14 Fate
Hooded Woven Cloak of Fleetness	Back	7	Uncommon	13	+2 Agility
Hooded Woven Cloak of Fleetness	Back	16	Uncommon	29	+5 Agility
Hooded Woven Cloak of Fleetness	Back	22	Uncommon	40	+6 Agility
Hooded Woven Cloak of Fleetness	Back	30	Uncommon	55	+8 Agility
Hooded Woven Cloak of Fleetness	Back	40	Uncommon	74	+11 Agility
Hooded Woven Cloak of Fleetness	Back	46	Uncommon	84	+12 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Hooded Woven Cloak of Vigour	Back	18	Uncommon	33	+5 Vitality
Hooded Woven Cloak of Vigour	Back	36	Uncommon	66	+9 Vitality
Hooded Woven Cloak of Vigour	Back	44	Uncommon	81	+12 Vitality
Hooded Woven Cloak of Vigour	Back	48	Uncommon	88	+13 Vitality
Hood of Determination	Head	18	Uncommon	17	+5 Will
Hood of Determination	Head	34	Uncommon	32	+9 Will
Hood of Khazad-dum	Head	34	Rare	38	3% Fear Resistance, +9 Agility
Horde-hunter's Gauntlets	Hands	24	Rare	84	+15 Agility
Horde-hunter's Leggings	Legs	23	Rare	100	3% Poison Resistance
Hornblower's Feet	Feet	11	Common	10	—
Hornblower's Hands	Hands	10	Common	13	—
Horned Helm of Bree	Head	45	Rare	70	+27 Vitality, +45 Max Morale
Hornsouder's Head	Head	31	Uncommon	41	+8 Might, +2.5 Morale Regeneration out of Combat
Horse-shift	Chest	50	Rare	155	+30 Vitality, +51 Max Power, +35 Max Morale
Horwood's Helm	Head	50	Rare	55	+30 Will, +14 Vitality, +14 Agility
Hunter of the Mountains	Back	44	Uncommon	81	+12 Vitality, +31 Max Morale, +32 Max Power
Hunter's Armour	Chest	38	Uncommon	165	+10 Might
Hunter's Boots	Feet	38	Uncommon	66	+28 Max Power
Hunter's Cap	Head	11	Common	8	—
Hunter's Cap	Head	15	Common	11	—
Hunter's Cap	Head	17	Common	13	—
Hunter's Cap	Head	20	Common	14	—
Hunter's Cap	Head	23	Common	17	—
Hunter's Cap	Head	26	Common	19	—
Hunter's Cap	Head	29	Common	22	—
Hunter's Cap	Head	32	Common	23	—
Hunter's Cap	Head	35	Common	26	—
Hunter's Cap	Head	38	Common	28	—
Hunter's Cap	Head	41	Common	30	—
Hunter's Cap	Head	44	Common	33	—
Hunter's Cap	Head	47	Common	34	—
Hunter's Gloves	Hands	38	Uncommon	82	+10 Might
Hunter's Helm	Head	38	Uncommon	49	1% Healing Bonus
Hunter's Leggings	Legs	38	Uncommon	138	+1.1 Morale Regeneration in Combat
Hunter's Shoulder Guards	Shoulders	38	Uncommon	49	+10 Vitality
Huntsman's Cloak	Back	45	Rare	100	1% Evade Chance, +32 Max Morale
Huriel's Jacket	Chest	50	Rare	262	+30 Might, +14 Agility, +36 Max Power, 3% Wound Resistance
Hwati's Cloak	Back	47	Uncommon	87	+29 Might, +5 Will, +34 Max Power
Hyacinth's Gauntlets	Hands	9	Common	15	—
Idler's Cap	Head	46	Rare	51	+5 Morale Regeneration out of Combat, +12 Might
Iornraith's Ward	Head	7	Uncommon	7	+2 Agility
Irman's Gloves	Hands	50	Rare	131	+30 Agility, +50 Max Morale
Iron Armour	Chest	18	Common	84	—
Iron Boots	Feet	18	Common	34	—
Iron Gloves	Hands	18	Common	42	—
Iron Helm	Head	18	Common	25	—
Iron Leggings	Legs	18	Common	70	—
Ironshanks	Legs	30	Rare	131	3% Poison Resistance
Ironshanks	Legs	50	Rare	218	+30 Will, +2 Morale Regeneration in Combat
Iron Shoulder Guards	Shoulders	18	Common	25	—
Isenarms	Shoulders	50	Rare	105	+51 Max Power, +14 Vitality, +14 Might
Isencraft	Shoulders	30	Rare	33	+31 Max Power
Isenharn	Head	30	Rare	63	+30 Max Morale
Ithilchol	Back	50	Rare	111	+50 Max Morale, +51 Max Power
Ivar's Defeat	Feet	34	Rare	50	+21 Agility, +9 Will
Jacket	Chest	45	Rare	129	+27 Will, +46 Max Power



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Jacket of Gondolin	Chest	32	Rare	225	+33 Max Power
Jacket of Kings	Chest	20	Rare	141	+15 Max Power
Jacket of Moria	Chest	44	Rare	309	+32 Max Power, +27 Might
Jacket of the Barrows	Chest	22	Uncommon	95	+6 Fate
Jacket of the Bulroarer	Chest	15	Rare	105	+12 Max Power
Jacket of the Tower Hills	Chest	17	Rare	119	+11 Vitality
Jarnfot	Feet	50	Rare	141	+30 Vitality, +14 Will, +36 Max Power
Jarnham	Legs	33	Rare	193	+1.3 Morale Regeneration in Combat
Jarnvill	Legs	50	Rare	293	+30 Agility, +14 Might, +14 Vitality
Jofur-halm	Head	14	Uncommon	18	+4 Vitality
Jolly's Defender	Chest	7	Common	25	—
Kine-hide Leggings	Legs	50	Rare	218	+30 Agility, 3% Poison Resistance
Krithmog's Stompers	Feet	41	Rare	86	+11 Agility, +11 Fate, +30 Max Power
Kulgurz's Punishment	Shoulders	43	Rare	91	+12 Vitality, +12 Agility, +26 Fate, 2% Wound Resistance
Laemir	Head	50	Rare	57	+5 Morale Regeneration out of Combat, +30 Vitality, +14 Will
Laergil's Hooded Cloak	Back	13	Uncommon	23	+4 Fate
Laimbadanir	Legs	50	Uncommon	181	+30 Agility, +14 Will, 3% Poison Resistance
Lainfaer	Head	50	Rare	55	+30 Vitality, +14 Agility
Laingabed	Legs	38	Rare	223	+1.5 Morale Regeneration in Combat, +10 Might
Laingarab	Head	50	Incomparable	62	+30 Will, 3% Fear Resistance, +14 Fate
Lainthol	Head	49	Rare	103	+29 Vitality, +29 Will, +5 Fate, +49 Max Morale
Lakhina's Gloves	Hands	43	Rare	151	+26 Might, +43 Max Morale
Lalia's Champion	Back	16	Uncommon	29	+12 Max Morale
Lamkarn's Hide	Chest	49	Rare	257	+29 Vitality, 3% Wound Resistance
Langlas's Leggings	Legs	12	Uncommon	43	+4 Agility
Langstalks	Feet	28	Rare	41	+8 Might
Langwere	Chest	33	Rare	122	+9 Agility
Laugfut's Bane	Shoulders	11	Uncommon	14	+4 Agility
Leather Armour	Chest	13	Common	45	—
Leather Boots	Feet	1	Common	2	—
Leather Boots	Feet	2	Common	3	—
Leather Boots	Feet	5	Common	7	—
Leather Boots	Feet	8	Common	11	—
Leather Boots	Feet	11	Common	15	—
Leather Boots	Feet	13	Common	18	—
Leather Boots	Feet	15	Common	22	—
Leather Boots	Feet	17	Common	24	—
Leather Boots	Feet	20	Common	28	—
Leather Boots	Feet	23	Common	32	—
Leather Boots	Feet	26	Common	36	—
Leather Boots	Feet	29	Common	40	—
Leather Boots	Feet	32	Common	45	—
Leather Boots	Feet	35	Common	49	—
Leather Boots	Feet	38	Common	53	—
Leather Boots	Feet	41	Common	57	—
Leather Boots	Feet	44	Common	61	—
Leather Boots	Feet	47	Common	65	—
Leather Boots of Determination	Feet	25	Uncommon	43	+7 Will
Leather Boots of Determination	Feet	30	Uncommon	52	+8 Will
Leather Boots of Fate	Feet	23	Uncommon	40	+6 Fate
Leather Boots of Fate	Feet	30	Uncommon	52	+8 Fate
Leather Boots of Fleetness	Feet	17	Uncommon	30	+5 Agility
Leather Boots of Fleetness	Feet	23	Uncommon	40	+6 Agility
Leather Boots of Fleetness	Feet	25	Uncommon	43	+7 Agility
Leather Boots of Fleetness	Feet	30	Uncommon	52	+8 Agility
Leather Boots of Fleetness	Feet	46	Uncommon	80	+27 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Leather Boots of Fleetness	Feet	50	Uncommon	86	+30 Agility, +14 Might
Leather Boots of Fleetness	Feet	50	Uncommon	86	+30 Agility, +36 Max Power
Leather Boots of Might	Feet	9	Uncommon	16	+3 Might
Leather Boots of Might	Feet	15	Uncommon	27	+4 Might
Leather Boots of Might	Feet	17	Uncommon	30	+5 Might
Leather Boots of Might	Feet	20	Uncommon	35	+5 Might
Leather Boots of Might	Feet	23	Uncommon	40	+6 Might
Leather Boots of Might	Feet	25	Uncommon	43	+7 Might
Leather Boots of Might	Feet	33	Uncommon	57	+9 Might
Leather Boots of Might	Feet	39	Uncommon	68	+11 Might
Leather Boots of Might	Feet	43	Uncommon	75	+12 Might
Leather Boots of Might	Feet	46	Uncommon	80	+12 Might
Leather Boots of Might	Feet	46	Uncommon	80	+12 Might, +12 Agility
Leather Boots of Might	Feet	50	Uncommon	86	+14 Might
Leather Boots of Rivendell	Feet	45	Rare	95	+27 Vitality, +46 Max Power
Leather Boots of the Eglain	Feet	24	Uncommon	42	+15 Vitality
Leather Boots of Vigour	Feet	6	Uncommon	11	+2 Vitality
Leather Boots of Vigour	Feet	11	Uncommon	19	+4 Vitality
Leather Boots of Vigour	Feet	20	Uncommon	35	+5 Vitality
Leather Boots of Vigour	Feet	30	Uncommon	52	+8 Vitality
Leather Boots of Vigour	Feet	43	Uncommon	75	+26 Vitality
Leather Boots of Vigour	Feet	50	Uncommon	86	+30 Vitality, +14 Fate
Leather Gauntlets	Hands	1	Common	2	—
Leather Gauntlets	Hands	1	Uncommon	2	—
Leather Gauntlets	Hands	2	Common	3	—
Leather Gauntlets	Hands	5	Common	10	—
Leather Gauntlets	Hands	8	Common	14	—
Leather Gauntlets	Hands	11	Common	19	—
Leather Gauntlets	Hands	13	Common	22	—
Leather Gauntlets	Hands	15	Common	26	—
Leather Gauntlets	Hands	17	Common	30	—
Leather Gauntlets	Hands	20	Common	34	—
Leather Gauntlets	Hands	23	Common	40	—
Leather Gauntlets	Hands	26	Common	45	—
Leather Gauntlets	Hands	29	Common	50	—
Leather Gauntlets	Hands	32	Common	56	—
Leather Gauntlets	Hands	35	Common	61	—
Leather Gauntlets	Hands	38	Common	66	—
Leather Gauntlets	Hands	41	Common	71	—
Leather Gauntlets	Hands	44	Common	76	—
Leather Gauntlets	Hands	47	Common	82	—
Leather Gauntlets of Courage	Hands	20	Uncommon	43	+28 Morale Regeneration in Combat
Leather Gauntlets of Courage	Hands	33	Uncommon	71	+46 Morale Regeneration in Combat
Leather Gauntlets of Courage	Hands	46	Uncommon	100	+92 Morale Regeneration in Combat
Leather Gauntlets of Determination	Hands	30	Uncommon	65	+8 Will
Leather Gauntlets of Determination	Hands	30	Uncommon	65	+8 Will, +8 Might
Leather Gauntlets of Fate	Hands	20	Uncommon	43	+5 Fate
Leather Gauntlets of Fleetness	Hands	9	Uncommon	19	+3 Agility
Leather Gauntlets of Fleetness	Hands	13	Uncommon	28	+4 Agility
Leather Gauntlets of Fleetness	Hands	17	Uncommon	37	+5 Agility
Leather Gauntlets of Fleetness	Hands	23	Uncommon	50	+6 Agility
Leather Gauntlets of Fleetness	Hands	25	Uncommon	55	+7 Agility
Leather Gauntlets of Fleetness	Hands	33	Uncommon	71	+9 Agility
Leather Gauntlets of Fleetness	Hands	43	Uncommon	94	+26 Agility
Leather Gauntlets of Fleetness	Hands	46	Uncommon	100	+27 Agility
Leather Gauntlets of Fleetness	Hands	46	Uncommon	100	+27 Agility, +33 Max Morale



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Leather Gauntlets of Fleetness	Hands	50	Uncommon	109	+14 Agility	
Leather Gauntlets of Fleetness	Hands	50	Uncommon	109	+30 Agility, +14 Vitality	
Leather Gauntlets of Might	Hands	11	Uncommon	24	+4 Might	
Leather Gauntlets of Might	Hands	23	Uncommon	50	+6 Might	
Leather Gauntlets of Might	Hands	33	Uncommon	71	+9 Might	
Leather Gauntlets of Might	Hands	33	Uncommon	71	+9 Might, +9 Agility	
Leather Gauntlets of Might	Hands	39	Uncommon	85	+24 Might	
Leather Gauntlets of Might	Hands	43	Uncommon	94	+12 Might	
Leather Gauntlets of Might	Hands	46	Uncommon	100	+12 Might, +33 Max Morale	
Leather Gauntlets of Might	Hands	50	Uncommon	109	+30 Might	
Leather Gauntlets of Rallying	Hands	46	Uncommon	100	1% Healing Bonus	
Leather Gauntlets of Vigour	Hands	6	Uncommon	12	+2 Vitality	
Leather Gauntlets of Vigour	Hands	20	Uncommon	43	+5 Vitality	
Leather Gauntlets of Vigour	Hands	23	Uncommon	50	+6 Vitality	
Leather Gauntlets of Vigour	Hands	43	Uncommon	94	+12 Vitality	
Leather Gloves	Hands	1	Common	2	—	
Leather Gloves	Hands	2	Common	3	—	
Leather Gloves	Hands	5	Common	10	—	
Leather Gloves	Hands	8	Common	14	—	
Leather Gloves	Hands	11	Common	19	—	
Leather Gloves	Hands	13	Common	22	—	
Leather Gloves	Hands	15	Common	26	—	
Leather Gloves	Hands	17	Common	30	—	
Leather Gloves	Hands	20	Common	34	—	
Leather Gloves	Hands	23	Common	40	—	
Leather Gloves	Hands	26	Common	45	—	
Leather Gloves	Hands	29	Common	50	—	
Leather Gloves	Hands	32	Common	56	—	
Leather Gloves	Hands	35	Common	61	—	
Leather Gloves	Hands	38	Common	66	—	
Leather Gloves	Hands	41	Common	71	—	
Leather Gloves	Hands	44	Common	76	—	
Leather Gloves	Hands	47	Common	82	—	
Leather Gloves of Bree	Hands	45	Rare	118	+27 Might, +45 Max Morale	
Leather Gloves of Courage	Hands	17	Uncommon	37	+24 Morale Regeneration in Combat	
Leather Gloves of Courage	Hands	30	Uncommon	65	+42 Morale Regeneration in Combat	
Leather Gloves of Courage	Hands	33	Uncommon	71	+66 Morale Regeneration in Combat	
Leather Gloves of Courage	Hands	39	Uncommon	85	+55 Morale Regeneration in Combat	
Leather Gloves of Courage	Hands	43	Uncommon	94	+86 Morale Regeneration in Combat, +12 Fate	
Leather Gloves of Courage	Hands	50	Uncommon	109	+1 Morale Regeneration in Combat	
Leather Gloves of Determination	Hands	33	Uncommon	71	+9 Will	
Leather Gloves of Fate	Hands	23	Uncommon	50	+6 Fate	
Leather Gloves of Fate	Hands	25	Uncommon	55	+7 Fate	
Leather Gloves of Fate	Hands	39	Uncommon	85	+11 Fate	
Leather Gloves of Fate	Hands	39	Uncommon	85	+11 Fate, +11 Might	
Leather Gloves of Fleetness	Hands	17	Uncommon	37	+5 Agility	
Leather Gloves of Fleetness	Hands	23	Uncommon	50	+6 Agility	
Leather Gloves of Fleetness	Hands	25	Uncommon	55	+7 Agility	
Leather Gloves of Fleetness	Hands	43	Uncommon	94	+26 Agility	
Leather Gloves of Fleetness	Hands	46	Uncommon	100	+27 Agility	
Leather Gloves of Fleetness	Hands	46	Uncommon	100	+27 Agility, +12 Might	
Leather Gloves of Fleetness	Hands	50	Uncommon	109	+30 Agility	
Leather Gloves of Might	Hands	11	Uncommon	24	+4 Might	
Leather Gloves of Might	Hands	13	Uncommon	28	+4 Might	
Leather Gloves of Might	Hands	17	Uncommon	37	+5 Might	
Leather Gloves of Might	Hands	23	Uncommon	50	+6 Might	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Leather Gloves of Might	Hands	33	Uncommon	71	+9 Might
Leather Gloves of Might	Hands	39	Uncommon	85	+24 Might
Leather Gloves of Might	Hands	43	Uncommon	94	+12 Might
Leather Gloves of Might	Hands	50	Uncommon	109	+14 Might
Leather Gloves of Rallying	Hands	20	Uncommon	43	1% Healing Bonus
Leather Gloves of Rallying	Hands	25	Uncommon	55	1% Healing Bonus
Leather Gloves of Rallying	Hands	43	Uncommon	94	1% Healing Bonus
Leather Gloves of Rallying	Hands	50	Uncommon	109	2% Healing Bonus, +14 Agility
Leather Gloves of Rivendell	Hands	45	Rare	118	+90 Morale Regeneration in Combat, +27 Agility
Leather Gloves of the Barrows	Hands	21	Uncommon	46	+29 Morale Regeneration in Combat
Leather Gloves of the Shire	Hands	45	Rare	118	+27 Might, +45 Max Morale
Leather Gloves of Thorin's Hall	Hands	45	Rare	118	+27 Agility, +45 Max Morale
Leather Gloves of Vigour	Hands	20	Uncommon	43	+5 Vitality
Leather Gloves of Vigour	Hands	30	Uncommon	65	+8 Vitality
Leather Gloves of Vigour	Hands	30	Uncommon	65	+8 Vitality
Leather Helm	Head	7	Uncommon	7	+5 Max Morale
Leather Helm	Head	13	Common	14	—
Leather Helmet	Head	1	Common	2	—
Leather Helmet	Head	2	Common	2	—
Leather Helmet	Head	3	Common	3	—
Leather Helmet	Head	5	Common	4	—
Leather Helmet	Head	8	Common	6	—
Leather Helmet	Head	11	Common	8	—
Leather Helmet	Head	15	Common	11	—
Leather Helmet	Head	17	Common	13	—
Leather Helmet	Head	20	Common	14	—
Leather Helmet	Head	23	Common	17	—
Leather Helmet	Head	26	Common	19	—
Leather Helmet	Head	29	Common	22	—
Leather Helmet	Head	32	Common	23	—
Leather Helmet	Head	35	Common	26	—
Leather Helmet	Head	38	Common	28	—
Leather Helmet	Head	41	Common	30	—
Leather Helmet	Head	44	Common	33	—
Leather Helmet	Head	47	Common	34	—
Leather Helm of Determination	Head	15	Uncommon	14	+4 Will
Leather Helm of Determination	Head	24	Uncommon	22	+7 Will
Leather Helm of Determination	Head	31	Uncommon	28	+8 Will
Leather Helm of Determination	Head	46	Uncommon	42	+12 Will
Leather Helm of Fate	Head	12	Uncommon	11	+4 Fate
Leather Helm of Fate	Head	26	Uncommon	24	+8 Fate
Leather Helm of Fleetness	Head	34	Uncommon	32	+9 Agility
Leather Helm of Might	Head	16	Uncommon	15	+5 Might
Leather Helm of Vigour	Head	28	Uncommon	26	+8 Vitality
Leather Helm of Vigour	Head	43	Uncommon	40	+12 Vitality
Leather Jacket	Chest	1	Uncommon	4	—
Leather Jacket	Chest	2	Common	7	—
Leather Jacket	Chest	5	Common	18	—
Leather Jacket	Chest	8	Common	28	—
Leather Jacket	Chest	11	Common	38	—
Leather Jacket	Chest	13	Common	45	—
Leather Jacket	Chest	15	Common	52	—
Leather Jacket	Chest	17	Common	59	—
Leather Jacket	Chest	20	Common	69	—
Leather Jacket	Chest	23	Common	80	—
Leather Jacket	Chest	26	Common	90	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Leather Jacket	Chest	29	Common	101	—
Leather Jacket	Chest	32	Common	111	—
Leather Jacket	Chest	35	Common	122	—
Leather Jacket	Chest	38	Common	132	—
Leather Jacket	Chest	41	Common	142	—
Leather Jacket	Chest	44	Common	153	—
Leather Jacket	Chest	47	Common	163	—
Leather Jacket of Bree	Chest	45	Rare	236	+27 Vitality, +46 Max Power
Leather Jacket of Determination	Chest	18	Uncommon	79	+5 Will
Leather Jacket of Determination	Chest	24	Uncommon	105	+7 Will
Leather Jacket of Determination	Chest	32	Uncommon	139	+9 Will
Leather Jacket of Determination	Chest	38	Uncommon	165	+10 Will
Leather Jacket of Determination	Chest	38	Uncommon	165	+23 Will
Leather Jacket of Determination	Chest	45	Uncommon	196	+27 Will
Leather Jacket of Determination	Chest	48	Uncommon	208	+13 Will
Leather Jacket of Determination	Chest	49	Uncommon	213	+29 Will
Leather Jacket of Determination	Chest	50	Uncommon	217	+30 Will, +14 Agility
Leather Jacket of Fate	Chest	18	Uncommon	79	+5 Fate
Leather Jacket of Fate	Chest	27	Uncommon	117	+8 Fate
Leather Jacket of Fate	Chest	32	Uncommon	139	+9 Fate
Leather Jacket of Fate	Chest	45	Uncommon	196	+12 Fate, +12 Will
Leather Jacket of Fate	Chest	49	Uncommon	213	+13 Fate, +13 Vitality
Leather Jacket of Fleetness	Chest	8	Uncommon	35	+3 Agility
Leather Jacket of Fleetness	Chest	24	Uncommon	105	+7 Agility
Leather Jacket of Fleetness	Chest	27	Uncommon	117	+8 Agility
Leather Jacket of Fleetness	Chest	45	Uncommon	196	+12 Agility
Leather Jacket of Might	Chest	21	Uncommon	91	+6 Might
Leather Jacket of Might	Chest	22	Uncommon	95	+6 Might
Leather Jacket of Might	Chest	38	Uncommon	165	+10 Might, +10 Fate
Leather Jacket of Might	Chest	38	Uncommon	165	+23 Might
Leather Jacket of Might	Chest	42	Uncommon	183	+12 Might
Leather Jacket of Might	Chest	48	Uncommon	208	+29 Might
Leather Jacket of Might	Chest	49	Uncommon	213	+13 Might
Leather Jacket of Might	Chest	50	Uncommon	217	+30 Might
Leather Jacket of Rivendell	Chest	45	Rare	236	+27 Might, +12 Will
Leather Jacket of the Shire	Chest	45	Rare	236	+27 Vitality, +46 Max Power
Leather Jacket of Thorin's Hall	Chest	45	Rare	236	+27 Vitality, +12 Might
Leather Jacket of Vigour	Chest	12	Uncommon	52	+4 Vitality
Leather Jacket of Vigour	Chest	21	Uncommon	91	+6 Vitality
Leather Jacket of Vigour	Chest	22	Uncommon	95	+6 Vitality
Leather Jacket of Vigour	Chest	24	Uncommon	105	+7 Vitality
Leather Jacket of Vigour	Chest	29	Uncommon	126	+8 Vitality
Leather Jacket of Vigour	Chest	32	Uncommon	139	+9 Vitality
Leather Jacket of Vigour	Chest	42	Uncommon	183	+12 Vitality
Leather Jacket of Vigour	Chest	45	Uncommon	196	+27 Vitality
Leather Jacket of Vigour	Chest	48	Uncommon	208	+29 Vitality
Leather Jacket of Vigour	Chest	49	Uncommon	213	+29 Vitality
Leather Jacket of Vigour	Chest	50	Uncommon	217	+14 Vitality
Leather Jacket of Vigour	Chest	50	Uncommon	217	+14 Vitality, +14 Might
Leather Jacket of Vigour	Chest	50	Uncommon	217	+30 Vitality
Leather Leggings	Legs	1	Common	3	—
Leather Leggings	Legs	1	Uncommon	4	—
Leather Leggings	Legs	2	Common	6	—
Leather Leggings	Legs	5	Common	14	—
Leather Leggings	Legs	8	Common	23	—
Leather Leggings	Legs	11	Common	32	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Leather Leggings	Legs	13	Common	38	—
Leather Leggings	Legs	15	Common	44	—
Leather Leggings	Legs	17	Common	49	—
Leather Leggings	Legs	20	Common	58	—
Leather Leggings	Legs	23	Common	66	—
Leather Leggings	Legs	26	Common	75	—
Leather Leggings	Legs	29	Common	84	—
Leather Leggings	Legs	32	Common	93	—
Leather Leggings	Legs	35	Common	102	—
Leather Leggings	Legs	38	Common	110	—
Leather Leggings	Legs	41	Common	119	—
Leather Leggings	Legs	44	Common	127	—
Leather Leggings	Legs	47	Common	136	—
Leather Leggings of Bree	Legs	45	Rare	196	+27 Agility, +12 Vitality
Leather Leggings of Courage	Legs	17	Uncommon	61	+48 Morale Regeneration in Combat
Leather Leggings of Courage	Legs	20	Uncommon	72	+56 Morale Regeneration in Combat
Leather Leggings of Courage	Legs	29	Uncommon	105	+81 Morale Regeneration in Combat
Leather Leggings of Courage	Legs	32	Uncommon	116	+90 Morale Regeneration in Combat
Leather Leggings of Courage	Legs	42	Uncommon	152	+1.2 Morale Regeneration in Combat
Leather Leggings of Courage	Legs	45	Uncommon	163	+1.3 Morale Regeneration in Combat
Leather Leggings of Courage	Legs	50	Uncommon	181	+1.4 Morale Regeneration in Combat, +14 Might
Leather Leggings of Courage	Legs	50	Uncommon	181	+2 Morale Regeneration in Combat
Leather Leggings of Determination	Legs	20	Uncommon	72	+5 Will
Leather Leggings of Determination	Legs	38	Uncommon	138	+23 Will
Leather Leggings of Determination	Legs	45	Uncommon	163	+12 Will
Leather Leggings of Determination	Legs	45	Uncommon	163	+27 Will
Leather Leggings of Determination	Legs	48	Uncommon	174	+29 Will
Leather Leggings of Determination	Legs	49	Uncommon	177	+29 Will
Leather Leggings of Determination	Legs	50	Uncommon	181	+30 Will
Leather Leggings of Fate	Legs	25	Uncommon	90	+7 Fate
Leather Leggings of Fate	Legs	45	Uncommon	163	+12 Fate
Leather Leggings of Fleetness	Legs	17	Uncommon	61	+5 Agility
Leather Leggings of Fleetness	Legs	29	Uncommon	105	+8 Agility
Leather Leggings of Fleetness	Legs	38	Uncommon	138	+23 Agility
Leather Leggings of Fleetness	Legs	45	Uncommon	163	+27 Agility
Leather Leggings of Fleetness	Legs	48	Uncommon	174	+13 Agility
Leather Leggings of Fleetness	Legs	48	Uncommon	174	+13 Agility, +13 Vitality
Leather Leggings of Fleetness	Legs	48	Uncommon	174	+29 Agility
Leather Leggings of Fleetness	Legs	49	Uncommon	177	+13 Agility
Leather Leggings of Fleetness	Legs	50	Uncommon	181	+14 Agility
Leather Leggings of Fleetness	Legs	50	Uncommon	181	+30 Agility
Leather Leggings of Might	Legs	12	Uncommon	43	+4 Might
Leather Leggings of Might	Legs	20	Uncommon	72	+5 Might
Leather Leggings of Might	Legs	22	Uncommon	80	+6 Might
Leather Leggings of Might	Legs	32	Uncommon	116	+9 Might
Leather Leggings of Might	Legs	42	Uncommon	152	+12 Might
Leather Leggings of Might	Legs	48	Uncommon	174	+13 Might, +13 Vitality
Leather Leggings of Might	Legs	49	Uncommon	177	+13 Might, +13 Agility
Leather Leggings of Might	Legs	49	Uncommon	177	+13 Might, +13 Will
Leather Leggings of Rivendell	Legs	45	Rare	196	+27 Agility, +12 Fate
Leather Leggings of the Shire	Legs	45	Rare	196	+27 Agility, +12 Vitality
Leather Leggings of Thorin's Hall	Legs	45	Rare	196	+27 Agility, +1.8 Morale Regeneration in Combat
Leather Leggings of Vigour	Legs	22	Uncommon	80	+6 Vitality
Leather Leggings of Vigour	Legs	25	Uncommon	90	+7 Vitality
Leather Leggings of Vigour	Legs	29	Uncommon	105	+8 Vitality
Leather Leggings of Vigour	Legs	32	Uncommon	116	+9 Vitality



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Leather Leggings of Vigour	Legs	42	Uncommon	152	+12 Vitality, +12 Might	
Leather Leggings of Vigour	Legs	49	Uncommon	177	+13 Vitality, +13 Fate	
Leather Shirt	Chest	1	Common	3	—	
Leather Shirt	Chest	2	Common	7	—	
Leather Shirt	Chest	3	Common	10	—	
Leather Shirt	Chest	5	Common	18	—	
Leather Shirt	Chest	8	Common	28	—	
Leather Shirt	Chest	11	Common	38	—	
Leather Shirt	Chest	13	Common	45	—	
Leather Shirt	Chest	15	Common	52	—	
Leather Shirt	Chest	17	Common	59	—	
Leather Shirt	Chest	20	Common	69	—	
Leather Shirt	Chest	23	Common	80	—	
Leather Shirt	Chest	26	Common	90	—	
Leather Shirt	Chest	27	Uncommon	117	—	
Leather Shirt	Chest	29	Common	101	—	
Leather Shirt	Chest	32	Common	111	—	
Leather Shirt	Chest	35	Common	122	—	
Leather Shirt	Chest	38	Common	132	—	
Leather Shirt	Chest	41	Common	142	—	
Leather Shirt	Chest	44	Common	153	—	
Leather Shirt	Chest	47	Common	163	—	
Leather Shirt	Chest	50	Uncommon	217	—	
Leather Shirt of Determination	Chest	12	Uncommon	52	+4 Will	
Leather Shirt of Determination	Chest	29	Uncommon	126	+8 Will	
Leather Shirt of Determination	Chest	38	Uncommon	165	+23 Will	
Leather Shirt of Determination	Chest	45	Uncommon	196	+27 Will	
Leather Shirt of Determination	Chest	48	Uncommon	208	+29 Will	
Leather Shirt of Determination	Chest	48	Uncommon	208	+29 Will, +13 Vitality	
Leather Shirt of Determination	Chest	49	Uncommon	213	+29 Will	
Leather Shirt of Fate	Chest	21	Uncommon	91	+6 Fate	
Leather Shirt of Fate	Chest	27	Uncommon	117	+8 Fate	
Leather Shirt of Fate	Chest	32	Uncommon	139	+9 Fate	
Leather Shirt of Fate	Chest	38	Uncommon	165	+10 Fate	
Leather Shirt of Fleetness	Chest	27	Uncommon	117	+8 Agility	
Leather Shirt of Fleetness	Chest	29	Uncommon	126	+8 Agility	
Leather Shirt of Fleetness	Chest	32	Uncommon	139	+9 Agility	
Leather Shirt of Fleetness	Chest	42	Uncommon	183	+12 Agility	
Leather Shirt of Fleetness	Chest	45	Uncommon	196	+12 Agility, +12 Might	
Leather Shirt of Fleetness	Chest	49	Uncommon	213	+13 Agility	
Leather Shirt of Might	Chest	5	Uncommon	22	+1 Might	
Leather Shirt of Might	Chest	8	Uncommon	35	+3 Might	
Leather Shirt of Might	Chest	21	Uncommon	91	+6 Might	
Leather Shirt of Might	Chest	29	Uncommon	126	+8 Might	
Leather Shirt of Might	Chest	42	Uncommon	183	+26 Might	
Leather Shirt of Might	Chest	45	Uncommon	196	+27 Might	
Leather Shirt of Might	Chest	49	Uncommon	213	+29 Might, +13 Vitality	
Leather Shirt of Might	Chest	50	Uncommon	217	+30 Might	
Leather Shirt of Vigour	Chest	18	Uncommon	79	+5 Vitality	
Leather Shirt of Vigour	Chest	24	Uncommon	105	+7 Vitality	
Leather Shirt of Vigour	Chest	32	Uncommon	139	+9 Vitality	
Leather Shirt of Vigour	Chest	38	Uncommon	165	+10 Vitality	
Leather Shirt of Vigour	Chest	45	Uncommon	196	+12 Vitality	
Leather Shirt of Vigour	Chest	48	Uncommon	208	+13 Vitality	
Leather Shirt of Vigour	Chest	48	Uncommon	208	+29 Vitality	
Leather Shirt of Vigour	Chest	49	Uncommon	213	+29 Vitality	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Leather Shoes	Feet	1	Common	2	—
Leather Shoes	Feet	2	Common	3	—
Leather Shoes	Feet	5	Common	7	—
Leather Shoes	Feet	8	Common	11	—
Leather Shoes	Feet	11	Common	15	—
Leather Shoes	Feet	13	Common	18	—
Leather Shoes	Feet	15	Common	22	—
Leather Shoes	Feet	17	Common	24	—
Leather Shoes	Feet	20	Common	28	—
Leather Shoes	Feet	23	Common	32	—
Leather Shoes	Feet	26	Common	36	—
Leather Shoes	Feet	29	Common	40	—
Leather Shoes	Feet	32	Common	45	—
Leather Shoes	Feet	35	Common	49	—
Leather Shoes	Feet	36	Uncommon	63	+9 Might
Leather Shoes	Feet	38	Common	53	—
Leather Shoes	Feet	41	Common	57	—
Leather Shoes	Feet	44	Common	61	—
Leather Shoes	Feet	47	Common	65	—
Leather Shoes of Bree	Feet	45	Rare	95	+27 Vitality, +27 Agility
Leather Shoes of Fate	Feet	23	Uncommon	40	+6 Fate
Leather Shoes of Fate	Feet	25	Uncommon	43	+7 Fate
Leather Shoes of Fate	Feet	33	Uncommon	57	+9 Fate
Leather Shoes of Fate	Feet	46	Uncommon	80	+12 Fate
Leather Shoes of Fleetness	Feet	11	Uncommon	19	+4 Agility
Leather Shoes of Fleetness	Feet	17	Uncommon	30	+5 Agility
Leather Shoes of Fleetness	Feet	20	Uncommon	35	+5 Agility
Leather Shoes of Fleetness	Feet	25	Uncommon	43	+7 Agility
Leather Shoes of Fleetness	Feet	30	Uncommon	52	+8 Agility
Leather Shoes of Fleetness	Feet	33	Uncommon	57	+9 Agility
Leather Shoes of Fleetness	Feet	33	Uncommon	57	+20 Agility
Leather Shoes of Fleetness	Feet	39	Uncommon	68	+24 Agility
Leather Shoes of Fleetness	Feet	50	Uncommon	86	+14 Agility
Leather Shoes of Fleetness	Feet	50	Uncommon	86	+30 Agility, +14 Vitality
Leather Shoes of Might	Feet	9	Uncommon	16	+3 Might
Leather Shoes of Might	Feet	17	Uncommon	30	+5 Might
Leather Shoes of Might	Feet	23	Uncommon	40	+6 Might
Leather Shoes of Might	Feet	30	Uncommon	52	+8 Might
Leather Shoes of Might	Feet	43	Uncommon	75	+12 Might
Leather Shoes of the Shire	Feet	45	Rare	95	+27 Vitality, +27 Agility
Leather Shoes of Thorin's Hall	Feet	45	Rare	95	+27 Agility, 3% Disease Resistance
Leather Shoes of Vigour	Feet	15	Uncommon	27	+4 Vitality
Leather Shoes of Vigour	Feet	23	Uncommon	40	+6 Vitality
Leather Shoes of Vigour	Feet	30	Uncommon	52	+8 Vitality
Leather Shoes of Vigour	Feet	39	Uncommon	68	+11 Vitality
Leather Shoes of Vigour	Feet	39	Uncommon	68	+24 Vitality
Leather Shoes of Vigour	Feet	43	Uncommon	75	+12 Vitality
Leather Shoes of Vigour	Feet	46	Uncommon	80	+12 Vitality, +12 Might
Leather Shoes of Vigour	Feet	46	Uncommon	80	+27 Vitality
Leather Shoes of Vigour	Feet	46	Uncommon	80	+27 Vitality, +12 Fate
Leather Shoulder Guards	Shoulders	1	Common	0	—
Leather Shoulder Guards	Shoulders	2	Common	2	—
Leather Shoulder Guards	Shoulders	5	Common	6	—
Leather Shoulder Guards	Shoulders	5	Uncommon	7	+1 Will
Leather Shoulder Guards	Shoulders	8	Common	9	—
Leather Shoulder Guards	Shoulders	11	Common	11	—



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Leather Shoulder Guards	Shoulders	13	Common	14	—
Leather Shoulder Guards	Shoulders	15	Common	15	—
Leather Shoulder Guards	Shoulders	17	Common	18	—
Leather Shoulder Guards	Shoulders	20	Common	22	—
Leather Shoulder Guards	Shoulders	23	Common	24	—
Leather Shoulder Guards	Shoulders	26	Common	27	—
Leather Shoulder Guards	Shoulders	29	Common	30	—
Leather Shoulder Guards	Shoulders	32	Common	34	—
Leather Shoulder Guards	Shoulders	35	Common	37	—
Leather Shoulder Guards	Shoulders	38	Common	39	—
Leather Shoulder Guards	Shoulders	41	Common	43	—
Leather Shoulder Guards	Shoulders	44	Common	46	—
Leather Shoulder Guards	Shoulders	47	Common	49	—
Leather Shoulder Guards of Determination	Shoulders	21	Uncommon	27	+6 Will
Leather Shoulder Guards of Determination	Shoulders	31	Uncommon	41	+8 Will
Leather Shoulder Guards of Determination	Shoulders	41	Uncommon	54	+11 Will
Leather Shoulder Guards of Fate	Shoulders	16	Uncommon	21	+5 Fate
Leather Shoulder Guards of Fate	Shoulders	20	Uncommon	27	+5 Fate
Leather Shoulder Guards of Fate	Shoulders	22	Uncommon	28	+6 Fate
Leather Shoulder Guards of Fate	Shoulders	24	Uncommon	32	+7 Fate
Leather Shoulder Guards of Fate	Shoulders	27	Uncommon	35	+8 Fate
Leather Shoulder Guards of Fate	Shoulders	31	Uncommon	41	+8 Fate
Leather Shoulder Guards of Fate	Shoulders	37	Uncommon	49	+23 Fate
Leather Shoulder Guards of Fate	Shoulders	50	Uncommon	65	+30 Fate
Leather Shoulder Guards of Fleetness	Shoulders	20	Uncommon	27	+5 Agility
Leather Shoulder Guards of Fleetness	Shoulders	22	Uncommon	28	+6 Agility
Leather Shoulder Guards of Fleetness	Shoulders	44	Uncommon	57	+12 Agility, +12 Vitality
Leather Shoulder Guards of Fleetness	Shoulders	47	Uncommon	61	+13 Agility
Leather Shoulder Guards of Fleetness	Shoulders	47	Uncommon	61	+13 Agility, +34 Max Power
Leather Shoulder Guards of Might	Shoulders	24	Uncommon	32	+7 Might
Leather Shoulder Guards of Might	Shoulders	31	Uncommon	41	+8 Might, +8 Agility
Leather Shoulder Guards of Might	Shoulders	37	Uncommon	49	+10 Might
Leather Shoulder Guards of Might	Shoulders	41	Uncommon	54	+24 Might
Leather Shoulder Guards of Might	Shoulders	44	Uncommon	57	+12 Might
Leather Shoulder Guards of Might	Shoulders	47	Uncommon	61	+29 Might
Leather Shoulder Guards of Might	Shoulders	50	Uncommon	65	+30 Might
Leather Shoulder Guards of Vigour	Shoulders	21	Uncommon	27	+6 Vitality
Leather Shoulder Guards of Vigour	Shoulders	24	Uncommon	32	+7 Vitality
Leather Shoulder Guards of Vigour	Shoulders	28	Uncommon	37	+8 Vitality
Leather Shoulder Guards of Vigour	Shoulders	41	Uncommon	54	+11 Vitality
Leather Shoulder Guards of Vigour	Shoulders	44	Uncommon	57	+12 Vitality
Leather Shoulder Pads	Shoulders	1	Uncommon	2	—
Leather Shoulder Pads	Shoulders	2	Common	2	—
Leather Shoulder Pads	Shoulders	3	Common	3	—
Leather Shoulder Pads	Shoulders	5	Common	6	—
Leather Shoulder Pads	Shoulders	8	Common	9	—
Leather Shoulder Pads	Shoulders	11	Common	11	—
Leather Shoulder Pads	Shoulders	13	Common	14	—
Leather Shoulder Pads	Shoulders	15	Common	15	—
Leather Shoulder Pads	Shoulders	17	Common	18	—
Leather Shoulder Pads	Shoulders	20	Common	22	—
Leather Shoulder Pads	Shoulders	23	Common	24	—
Leather Shoulder Pads	Shoulders	26	Common	27	—
Leather Shoulder Pads	Shoulders	29	Common	30	—
Leather Shoulder Pads	Shoulders	32	Common	34	—
Leather Shoulder Pads	Shoulders	35	Common	37	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Leather Shoulder Pads	Shoulders	38	Common	39	—
Leather Shoulder Pads	Shoulders	41	Common	43	—
Leather Shoulder Pads	Shoulders	44	Common	46	—
Leather Shoulder Pads	Shoulders	47	Common	49	—
Leather Shoulder Pads of Determination	Shoulders	22	Uncommon	28	+6 Will
Leather Shoulder Pads of Determination	Shoulders	28	Uncommon	37	+8 Will
Leather Shoulder Pads of Fate	Shoulders	11	Uncommon	14	+4 Fate
Leather Shoulder Pads of Fate	Shoulders	20	Uncommon	27	+5 Fate
Leather Shoulder Pads of Fate	Shoulders	21	Uncommon	27	+6 Fate
Leather Shoulder Pads of Fate	Shoulders	24	Uncommon	32	+7 Fate
Leather Shoulder Pads of Fate	Shoulders	27	Uncommon	35	+8 Fate
Leather Shoulder Pads of Fate	Shoulders	31	Uncommon	41	+8 Fate
Leather Shoulder Pads of Fate	Shoulders	37	Uncommon	49	+23 Fate
Leather Shoulder Pads of Fate	Shoulders	41	Uncommon	54	+11 Fate
Leather Shoulder Pads of Fate	Shoulders	41	Uncommon	54	+24 Fate
Leather Shoulder Pads of Fate	Shoulders	44	Uncommon	57	+27 Fate
Leather Shoulder Pads of Fate	Shoulders	50	Uncommon	65	+14 Fate
Leather Shoulder Pads of Fate	Shoulders	50	Uncommon	65	+30 Fate
Leather Shoulder Pads of Fleetness	Shoulders	16	Uncommon	21	+5 Agility
Leather Shoulder Pads of Fleetness	Shoulders	21	Uncommon	27	+6 Agility
Leather Shoulder Pads of Fleetness	Shoulders	24	Uncommon	32	+7 Agility
Leather Shoulder Pads of Fleetness	Shoulders	47	Uncommon	61	+13 Agility, +13 Might
Leather Shoulder Pads of Might	Shoulders	20	Uncommon	27	+5 Might
Leather Shoulder Pads of Might	Shoulders	22	Uncommon	28	+6 Might
Leather Shoulder Pads of Might	Shoulders	27	Uncommon	35	+8 Might
Leather Shoulder Pads of Might	Shoulders	31	Uncommon	41	+8 Might
Leather Shoulder Pads of Might	Shoulders	44	Uncommon	57	+27 Might
Leather Shoulder Pads of Might	Shoulders	47	Uncommon	61	+13 Might
Leather Shoulder Pads of Might	Shoulders	47	Uncommon	61	+29 Might
Leather Shoulder Pads of Might	Shoulders	50	Uncommon	65	+30 Might
Leather Shoulder Pads of Vigour	Shoulders	16	Uncommon	21	+5 Vitality
Leather Shoulder Pads of Vigour	Shoulders	20	Uncommon	27	+5 Vitality
Leather Shoulder Pads of Vigour	Shoulders	24	Uncommon	32	+7 Vitality
Leather Shoulder Pads of Vigour	Shoulders	28	Uncommon	37	+8 Vitality
Leather Shoulder Pads of Vigour	Shoulders	31	Uncommon	41	+8 Vitality
Leather Shoulder Pads of Vigour	Shoulders	37	Uncommon	49	+10 Vitality
Leather Shoulder Pads of Vigour	Shoulders	47	Uncommon	61	+13 Vitality, +13 Will
Leather Shoulders of Bree	Shoulders	45	Rare	70	+27 Might, +46 Max Power
Leather Shoulders of Rivendell	Shoulders	45	Rare	70	+27 Might, 2% Wound Resistance
Leather Shoulders of the Shire	Shoulders	45	Rare	70	+27 Might, +46 Max Power
Leather Shoulders of Thorin's Hall	Shoulders	45	Rare	70	+27 Might, +46 Max Power
Ledrendir	Feet	45	Rare	95	+46 Max Power, +12 Might
Leggings	Legs	45	Rare	139	+27 Will, +46 Max Power
Leggings	Legs	45	Rare	196	+27 Agility, +12 Might
Leggings	Legs	45	Rare	264	+27 Agility, 3% Poison Resistance
Leggings of Baldor	Legs	27	Rare	118	3% Poison Resistance
Leggings of Barahir	Legs	49	Rare	213	3% Poison Resistance, +13 Might
Leggings of Dragonscale	Legs	40	Rare	175	3% Poison Resistance
Leggings of Edoras	Legs	33	Rare	102	+34 Max Power
Leggings of Erebor	Legs	44	Rare	135	+27 Will, +12 Agility
Leggings of Eriador	Legs	19	Rare	59	+12 Will
Leggings of Gondolin	Legs	45	Rare	264	+33 Max Power, +27 Agility
Leggings of Khazad-dum	Legs	41	Rare	126	+42 Max Power, 3% Poison Resistance
Leggings of Lossarnach	Legs	17	Rare	74	+11 Will
Leggings of Meduseld	Legs	8	Rare	35	+6 Will
Leggings of Mirath	Legs	41	Rare	240	3% Poison Resistance
Leggings of Mirkwood	Legs	50	Rare	154	+30 Agility, +14 Will, +36 Max Power



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Leggings of Moonlight	Legs	48	Rare	148	+29 Will, +49 Max Power
Leggings of Moria	Legs	32	Rare	140	+1.3 Morale Regeneration in Combat
Leggings of Moria	Legs	35	Rare	205	+36 Max Power
Leggings of Tharbad	Legs	22	Rare	96	+17 Max Power
Leggings of the Aurochs	Legs	50	Incomparable	242	+2 Morale Regeneration in Combat, +30 Will, +14 Agility
Leggings of the Citadel	Legs	22	Rare	129	+14 Agility
Leggings of the Crossroads	Legs	23	Rare	71	3% Poison Resistance
Leggings of the Earth-kin	Legs	25	Uncommon	122	+7 Will, +7 Fate
Leggings of the Kings	Legs	15	Rare	88	+12 Max Power
Leggings of the Kings	Legs	40	Rare	234	+24 Agility, +24 Will
Leggings of the Lost Master	Legs	35	Rare	108	+36 Max Power
Leggings of the Mark	Legs	14	Rare	61	+9 Agility
Leggings of the Mark	Legs	37	Rare	114	+27 Max Power, +23 Will
Leggings of the Northlands	Legs	25	Rare	77	+15 Agility
Leggings of the Rangers	Legs	28	Rare	86	3% Poison Resistance
Leggings of the Shirriff	Legs	9	Rare	28	+6 Agility
Leggings of the Silverwood	Legs	50	Rare	293	+2 Morale Regeneration in Combat, +36 Max Power
Leggings of the Stag	Clothing	40	Rare	234	+11 Might, +11 Agility, +11 Fate
Leggings of the Stars	Legs	44	Rare	192	+27 Agility, +45 Max Power
Leggings of Tuckborough	Legs	15	Rare	46	+9 Agility
Lembos	Head	35	Rare	39	+5 Morale Regeneration out of Combat, +9 Agility
Lhugrien's Fall	Head	50	Rare	105	+14 Might, +14 Agility, +30 Vitality, 3% Fear Resistance
Lhugubed	Legs	50	Rare	293	+51 Max Power, 3% Poison Resistance, +14 Might
Lightfoot	Chest	50	Rare	185	3% Wound Resistance, +51 Max Power
Lightstep Shoes	Legs	35	Rare	108	+21 Agility
Lightstep Shoes	Feet	38	Rare	56	+39 Max Power
Limdail	Feet	43	Uncommon	53	+12 Might, +26 Vitality
Lindir's Gauntlets	Hands	36	Uncommon	79	+21 Agility
Linen Armour	Chest	19	Uncommon	58	+5 Fate
Linen Gloves	Hands	19	Uncommon	29	1% Healing Bonus
Linen Hat	Head	19	Uncommon	17	+2.5 Morale Regeneration out of Combat
Linen Leggings	Legs	19	Uncommon	49	+5 Vitality
Linen Shoes	Feet	19	Uncommon	23	+5 Vitality
Linen Shoulder Guards	Shoulders	19	Uncommon	17	+14 Max Power
Livina's Dowry	Head	50	Rare	55	+50 Max Morale, +30 Vitality, +14 Agility
Loendail	Feet	50	Rare	141	+14 Might, +30 Vitality, +5 Fate, 3% Disease Resistance
Lomrandir	Chest	50	Rare	262	+30 Will, +50 Max Morale
Longaim	Hands	33	Uncommon	96	+9 Might, +9 Fate
Longham	Chest	33	Uncommon	192	3% Wound Resistance
Loose Explorer's Armour	Chest	34	Uncommon	105	+9 Vitality, +9 Might
Loose Explorer's Gloves	Hands	34	Uncommon	52	+9 Agility, +9 Might
Loose Explorer's Hat	Head	34	Uncommon	32	+9 Will, +9 Vitality
Loose Explorer's Leggings	Legs	34	Uncommon	86	+9 Agility, +9 Will
Loose Explorer's Shoes	Feet	34	Uncommon	42	+9 Vitality, +9 Agility
Loose Explorer's Shoulder Guards	Shoulders	34	Uncommon	32	+9 Fate, +9 Might
Loose Linen Armour	Chest	19	Rare	70	+5 Vitality
Loose Linen Gloves	Hands	19	Rare	35	+5 Agility
Loose Linen Hood	Head	19	Rare	21	+5 Will
Loose Linen Leggings	Legs	19	Rare	59	+5 Agility
Loose Linen Shoes	Feet	19	Rare	28	+5 Vitality
Loose Linen Shoulder Guards	Shoulders	19	Rare	21	+5 Fate
Lorne's Shoes	Feet	45	Rare	95	+27 Agility, +27 Will, +5 Fate
Lovenol's Leggings	Legs	34	Rare	199	+95 Morale Regeneration in Combat, +25 Max Power
Lover's Helm	Head	9	Uncommon	12	+3 Will
Lover's Mantle	Back	9	Uncommon	16	+3 Might
Lunathron's Shoes	Feet	50	Rare	104	+30 Agility, +14 Vitality, +5 Fate, +36 Max Power
Lustrous Breastplate	Chest	21	Common	151	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Luth-feld	Back	26	Rare	57	+17 Fate
Luth-klath	Chest	45	Rare	316	+27 Might, +12 Fate, +33 Max Power, 3% Wound Resistance
Lynx-hide Cloak	Back	37	Uncommon	68	+10 Fate, 1% Evade Chance
Madfurr's End	Feet	43	Rare	64	+12 Might, +12 Agility, +5 Fate, +44 Max Power
Maedgaim	Hands	48	Rare	169	+29 Agility, +48 Max Morale, +35 Max Power
Maendail	Legs	46	Rare	141	+12 Might, +47 Max Power
Maendail	Feet	47	Rare	69	+13 Might, +29 Agility
Maengaim	Hands	49	Rare	91	+13 Fate, +49 Max Morale
Maetham	Chest	50	Rare	262	+14 Might, +30 Vitality, +51 Max Power
Malthenor's Shoulder Guards	Shoulders	44	Uncommon	57	+12 Vitality, +5 Will, +27 Fate, +32 Max Power
Manadranc	Shoulders	10	Uncommon	9	+3 Fate
Manatham	Chest	45	Rare	236	+27 Vitality, +12 Fate, +46 Max Power
Menedgaim	Hands	12	Uncommon	27	+4 Fate
Menedhdail	Feet	20	Uncommon	25	+5 Fate
Menevaib	Hands	28	Rare	51	+8 Fate, +20 Max Morale
Mirrored Ancient Armour	Chest	50	Incomparable	390	+30 Might, +30 Vitality, +51 Max Power
Mirrored Ancient Boots	Feet	50	Incomparable	156	+30 Agility, +30 Vitality, +51 Max Power
Mirrored Ancient Gloves	Hands	50	Incomparable	195	+30 Might, +30 Agility, +50 Max Morale
Mirrored Ancient Helm	Head	50	Incomparable	117	+30 Vitality, +30 Will, +50 Max Morale
Mirrored Ancient Leggings	Legs	50	Incomparable	325	+30 Will, +30 Agility, +51 Max Power
Mirrored Ancient Shoulder Guards	Shoulders	50	Incomparable	117	+30 Might, +30 Fate, +51 Max Power
Mithbyr	Hands	42	Rare	148	+84 Morale Regeneration in Combat, +26 Might
Mithranc	Shoulders	50	Incomparable	117	+30 Might, +14 Fate, +51 Max Power
Mithrilchol	Chest	42	Rare	295	+12 Will
Muckers	Feet	50	Rare	74	3% Disease Resistance, +30 Vitality, +14 Fate
Muckers	Legs	50	Rare	154	3% Disease Resistance, +36 Max Power, +30 Will
Muilhadron	Chest	50	Rare	351	+30 Vitality, 3% Wound Resistance
Muillainc	Shoulders	42	Rare	66	+26 Might, +31 Max Power
Munce's Cape	Back	20	Uncommon	37	+5 Will
Munce's Gauntlets	Hands	20	Uncommon	25	+5 Might
Munce's Padded Boots	Feet	21	Uncommon	26	+6 Will, +6 Fate
Munce's Shoulder Guards	Shoulders	21	Uncommon	37	2% Wound Resistance
Munce's Shoulder Pads	Shoulders	21	Uncommon	27	+6 Might, +6 Will
Mustering Hat	Head	30	Rare	33	+18 Will, +8 Fate
Naerandir's Gauntlets	Hands	23	Rare	60	+6 Might, +6 Agility
Nail-treaders	Feet	30	Rare	19	+22 Max Power
Narcham	Legs	39	Rare	120	+24 Agility, 3% Poison Resistance
Narchol	Back	50	Rare	111	+14 Vitality, +14 Fate, +50 Max Morale, 1% Evade Chance
Nengol	Back	35	Rare	78	+21 Might, +25 Max Morale
Nestadmaib	Hands	50	Rare	131	+14 Vitality, +50 Max Morale, 1% Healing Bonus
Nimble-fingers	Hands	44	Rare	81	+27 Agility, +12 Fate, +31 Max Morale, +2.5 Morale Regeneration out of Combat
Ningaim	Hands	21	Rare	39	+15 Max Morale
Nogthol	Head	30	Rare	63	+18 Will, +21 Max Morale
Oakheart's Leggings	Legs	32	Rare	140	+9 Might, +20 Will
Oakheart's Shoulder Guards	Shoulders	32	Rare	67	+33 Max Power
Oakheart's Thanks	Shoulders	36	Rare	76	+21 Might, +9 Agility
Old Mugwort's Gauntlets	Hands	24	Uncommon	52	+7 Will, 1% Healing Bonus
Old Mugwort's Shoes	Feet	18	Uncommon	22	+5 Vitality
Orchalnath	Chest	45	Rare	167	+27 Vitality, +32 Max Morale
Orc-reapers	Hands	30	Rare	78	+60 Morale Regeneration in Combat
Orlogfot	Legs	50	Rare	218	+14 Agility, +14 Might
Orthol	Head	49	Rare	103	+35 Max Morale, +13 Agility
Osball's Helmet	Head	50	Rare	78	+5 Agility, +30 Will, +14 Fate, +50 Max Morale
Osball's Leggings	Legs	50	Rare	218	+30 Will, +51 Max Power, +1.4 Morale Regeneration in Combat
Otham	Chest	48	Uncommon	280	+13 Might, +13 Agility, +29 Will, 3% Wound Resistance
Othran's Hood	Head	44	Rare	49	+27 Vitality, +12 Fate, +44 Max Morale
Outriders' Armour	Chest	30	Uncommon	130	+8 Will



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Outriders' Boots	Feet	30	Uncommon	52	+8 Fate	
Outriders' Gloves	Hands	30	Uncommon	65	1% Healing Bonus	
Outriders' Helm	Head	30	Uncommon	39	+8 Vitality	
Outriders' Leggings	Legs	30	Uncommon	109	+8 Agility	
Outriders' Shoulder Guards	Shoulders	30	Uncommon	39	+8 Might	
Padded Armour	Chest	7	Common	25	—	
Padded Boots	Feet	7	Common	10	—	
Padded Gloves	Hands	1	Uncommon	2	—	
Padded Gloves	Hands	7	Common	12	—	
Padded Gloves of Courage	Hands	30	Uncommon	46	+42 Morale Regeneration in Combat	
Padded Gloves of Courage	Hands	36	Uncommon	56	+50 Morale Regeneration in Combat	
Padded Gloves of Courage	Hands	48	Uncommon	73	+67 Morale Regeneration in Combat	
Padded Gloves of Courage	Hands	50	Uncommon	77	+70 Morale Regeneration in Combat	
Padded Gloves of Determination	Hands	15	Uncommon	23	+4 Will	
Padded Gloves of Determination	Hands	27	Uncommon	42	+8 Will	
Padded Gloves of Determination	Hands	33	Uncommon	51	+9 Will	
Padded Gloves of Determination	Hands	49	Uncommon	76	+13 Will	
Padded Gloves of Fate	Hands	15	Uncommon	23	+4 Fate	
Padded Gloves of Fate	Hands	21	Uncommon	32	+6 Fate	
Padded Gloves of Fate	Hands	30	Uncommon	46	+8 Fate	
Padded Gloves of Fate	Hands	33	Uncommon	51	+9 Fate	
Padded Gloves of Fate	Hands	39	Uncommon	60	+11 Fate	
Padded Gloves of Fate	Hands	48	Uncommon	73	+13 Fate	
Padded Gloves of Fate	Hands	49	Uncommon	76	+13 Fate	
Padded Gloves of Fleetness	Hands	9	Uncommon	13	+3 Agility	
Padded Gloves of Fleetness	Hands	27	Uncommon	42	+8 Agility	
Padded Gloves of Fleetness	Hands	36	Uncommon	56	+9 Agility	
Padded Gloves of Fleetness	Hands	39	Uncommon	60	+11 Agility	
Padded Gloves of Fleetness	Hands	50	Uncommon	77	+14 Agility	
Padded Gloves of Might	Hands	6	Uncommon	9	+2 Might	
Padded Gloves of Might	Hands	15	Uncommon	23	+4 Might	
Padded Gloves of Might	Hands	30	Uncommon	46	+8 Might	
Padded Gloves of Might	Hands	36	Uncommon	56	+9 Might	
Padded Gloves of Might	Hands	39	Uncommon	60	+11 Might	
Padded Gloves of Might	Hands	42	Uncommon	64	+12 Might	
Padded Gloves of Might	Hands	48	Uncommon	73	+13 Might	
Padded Gloves of Might	Hands	49	Uncommon	76	+13 Might	
Padded Gloves of Might	Hands	50	Uncommon	77	+14 Might	
Padded Gloves of Rallying	Hands	21	Uncommon	32	1% Healing Bonus	
Padded Gloves of Rallying	Hands	33	Uncommon	51	1% Healing Bonus	
Padded Gloves of Rallying	Hands	42	Uncommon	64	1% Healing Bonus	
Padded Gloves of Rallying	Hands	49	Uncommon	76	2% Healing Bonus	
Padded Gloves of Rallying	Hands	50	Uncommon	77	2% Healing Bonus	
Padded Gloves of Vigour	Hands	12	Uncommon	19	+4 Vitality	
Padded Gloves of Vigour	Hands	21	Uncommon	32	+6 Vitality	
Padded Gloves of Vigour	Hands	27	Uncommon	42	+8 Vitality	
Padded Gloves of Vigour	Hands	36	Uncommon	56	+9 Vitality	
Padded Helm	Head	7	Common	7	—	
Padded Jacket	Chest	2	Common	5	—	
Padded Jacket	Chest	5	Common	13	—	
Padded Jacket	Chest	8	Common	20	—	
Padded Jacket	Chest	11	Common	27	—	
Padded Jacket	Chest	13	Common	32	—	
Padded Jacket	Chest	15	Common	37	—	
Padded Jacket	Chest	17	Common	42	—	
Padded Jacket	Chest	20	Common	49	—	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Padded Jacket	Chest	23	Common	57	—
Padded Jacket	Chest	26	Common	64	—
Padded Jacket	Chest	29	Common	71	—
Padded Jacket	Chest	32	Common	78	—
Padded Jacket	Chest	35	Common	86	—
Padded Jacket	Chest	38	Common	93	—
Padded Jacket	Chest	41	Common	100	—
Padded Jacket	Chest	44	Common	108	—
Padded Jacket	Chest	47	Common	115	—
Padded Jacket of Bree	Chest	45	Rare	167	+27 Vitality, +12 Fate
Padded Jacket of Determination	Chest	12	Uncommon	37	+4 Will
Padded Jacket of Determination	Chest	21	Uncommon	64	+6 Will
Padded Jacket of Determination	Chest	32	Uncommon	98	+9 Will
Padded Jacket of Determination	Chest	38	Uncommon	116	+23 Will
Padded Jacket of Determination	Chest	47	Uncommon	144	+13 Will
Padded Jacket of Fate	Chest	8	Uncommon	25	+3 Fate
Padded Jacket of Fate	Chest	16	Uncommon	49	+5 Fate
Padded Jacket of Fate	Chest	35	Uncommon	108	+9 Fate
Padded Jacket of Fleetness	Chest	27	Uncommon	83	+8 Agility
Padded Jacket of Might	Chest	32	Uncommon	98	+9 Might
Padded Jacket of Might	Chest	35	Uncommon	108	+21 Might
Padded Jacket of Vigour	Chest	16	Uncommon	49	+5 Vitality
Padded Jacket of Vigour	Chest	44	Uncommon	135	+12 Vitality
Padded Jacket of Vigour	Chest	47	Uncommon	144	+29 Vitality
Padded Jacket of Vigour	Chest	50	Uncommon	154	+14 Vitality
Padded Leggings	Legs	7	Common	21	—
Padded Pristine Armour	Chest	45	Rare	167	+27 Vitality, +46 Max Power
Padded Pristine Gloves	Hands	45	Rare	83	+27 Agility, +45 Max Morale
Padded Pristine Hat	Head	45	Rare	50	+27 Will, +45 Max Morale
Padded Pristine Leggings	Legs	45	Rare	139	+27 Agility, +46 Max Power
Padded Pristine Shoes	Feet	45	Rare	67	+27 Vitality, +46 Max Power
Padded Pristine Shoulder Guards	Shoulders	45	Rare	50	+27 Fate, +46 Max Power
Padded Shirt	Chest	1	Common	2	—
Padded Shirt	Chest	2	Common	5	—
Padded Shirt	Chest	5	Common	13	—
Padded Shirt	Chest	8	Common	20	—
Padded Shirt	Chest	11	Common	27	—
Padded Shirt	Chest	13	Common	32	—
Padded Shirt	Chest	15	Common	37	—
Padded Shirt	Chest	17	Common	42	—
Padded Shirt	Chest	20	Common	49	—
Padded Shirt	Chest	23	Common	57	—
Padded Shirt	Chest	26	Common	64	—
Padded Shirt	Chest	29	Common	71	—
Padded Shirt	Chest	32	Common	78	—
Padded Shirt	Chest	35	Common	86	—
Padded Shirt	Chest	38	Common	93	—
Padded Shirt	Chest	41	Common	100	—
Padded Shirt	Chest	44	Common	108	—
Padded Shirt	Chest	47	Common	115	—
Padded Shirt of Determination	Chest	35	Uncommon	108	+21 Will
Padded Shirt of Determination	Chest	47	Uncommon	144	+29 Will
Padded Shirt of Determination	Chest	50	Uncommon	154	+30 Will
Padded Shirt of Fleetness	Chest	32	Uncommon	98	+9 Agility, +9 Might
Padded Shirt of Might	Chest	44	Uncommon	135	+27 Might
Padded Shirt of Vigour	Chest	50	Uncommon	154	+30 Vitality



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Padded Shoes	Feet	1	Common	2	—
Padded Shoes	Feet	1	Uncommon	2	—
Padded Shoes	Feet	2	Common	2	—
Padded Shoes	Feet	5	Common	5	—
Padded Shoes	Feet	8	Common	8	—
Padded Shoes	Feet	11	Common	10	—
Padded Shoes	Feet	13	Common	13	—
Padded Shoes	Feet	15	Common	15	—
Padded Shoes	Feet	17	Common	17	—
Padded Shoes	Feet	20	Common	20	—
Padded Shoes	Feet	23	Common	22	—
Padded Shoes	Feet	26	Common	26	—
Padded Shoes	Feet	29	Common	29	—
Padded Shoes	Feet	32	Common	32	—
Padded Shoes	Feet	35	Common	34	—
Padded Shoes	Feet	38	Common	37	—
Padded Shoes	Feet	41	Common	40	—
Padded Shoes	Feet	44	Common	43	—
Padded Shoes	Feet	47	Common	46	—
Padded Shoes of Determination	Feet	6	Uncommon	7	+2 Will
Padded Shoes of Determination	Feet	15	Uncommon	19	+4 Will
Padded Shoes of Determination	Feet	27	Uncommon	33	+8 Will
Padded Shoes of Determination	Feet	30	Uncommon	37	+8 Will
Padded Shoes of Determination	Feet	33	Uncommon	41	+9 Will
Padded Shoes of Determination	Feet	42	Uncommon	51	+12 Will
Padded Shoes of Determination	Feet	45	Uncommon	56	+12 Will
Padded Shoes of Fate	Feet	15	Uncommon	19	+4 Fate
Padded Shoes of Fate	Feet	22	Uncommon	27	+6 Fate
Padded Shoes of Fate	Feet	25	Uncommon	31	+7 Fate
Padded Shoes of Fate	Feet	33	Uncommon	41	+9 Fate
Padded Shoes of Fate	Feet	49	Uncommon	60	+13 Fate
Padded Shoes of Fate	Feet	50	Uncommon	61	+14 Fate
Padded Shoes of Fleetness	Feet	15	Uncommon	19	+4 Agility
Padded Shoes of Fleetness	Feet	25	Uncommon	31	+7 Agility
Padded Shoes of Fleetness	Feet	27	Uncommon	33	+8 Agility
Padded Shoes of Fleetness	Feet	36	Uncommon	44	+9 Agility
Padded Shoes of Fleetness	Feet	45	Uncommon	56	+12 Agility
Padded Shoes of Fleetness	Feet	48	Uncommon	59	+13 Agility
Padded Shoes of Fleetness	Feet	49	Uncommon	60	+13 Agility
Padded Shoes of Fleetness	Feet	50	Uncommon	61	+14 Agility
Padded Shoes of Might	Feet	25	Uncommon	31	+7 Might
Padded Shoes of Might	Feet	30	Uncommon	37	+8 Might
Padded Shoes of Might	Feet	33	Uncommon	41	+9 Might
Padded Shoes of Might	Feet	36	Uncommon	44	+9 Might
Padded Shoes of Might	Feet	45	Uncommon	56	+12 Might
Padded Shoes of Might	Feet	48	Uncommon	59	+13 Might
Padded Shoes of Vigour	Feet	12	Uncommon	15	+4 Vitality
Padded Shoes of Vigour	Feet	30	Uncommon	37	+8 Vitality
Padded Shoes of Vigour	Feet	33	Uncommon	41	+9 Vitality
Padded Shoes of Vigour	Feet	36	Uncommon	44	+9 Vitality
Padded Shoes of Vigour	Feet	42	Uncommon	51	+12 Vitality
Padded Shoes of Vigour	Feet	45	Uncommon	56	+12 Vitality
Padded Shoes of Vigour	Feet	49	Uncommon	60	+13 Vitality
Padded Shoulder Guards	Shoulders	7	Common	7	—
Padded Vest	Chest	1	Common	2	—
Padded Vest	Chest	2	Common	5	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Padded Vest	Chest	5	Common	13	—
Padded Vest	Chest	8	Common	20	—
Padded Vest	Chest	11	Common	27	—
Padded Vest	Chest	13	Common	32	—
Padded Vest	Chest	15	Common	37	—
Padded Vest	Chest	17	Common	42	—
Padded Vest	Chest	20	Common	49	—
Padded Vest	Chest	23	Common	57	—
Padded Vest	Chest	26	Common	64	—
Padded Vest	Chest	29	Common	71	—
Padded Vest	Chest	32	Common	78	—
Padded Vest	Chest	35	Common	86	—
Padded Vest	Chest	38	Common	93	—
Padded Vest	Chest	41	Common	100	—
Padded Vest	Chest	44	Common	108	—
Padded Vest	Chest	47	Common	115	—
Padded Vest of Determination	Chest	27	Uncommon	83	+8 Will
Padded Vest of Determination	Chest	38	Uncommon	116	+10 Will
Padded Vest of Determination	Chest	47	Uncommon	144	+13 Will
Padded Vest of Determination	Chest	47	Uncommon	144	+29 Will, +13 Fate
Padded Vest of Fate	Chest	16	Uncommon	49	+5 Fate
Padded Vest of Fleetness	Chest	21	Uncommon	64	+6 Agility
Padded Vest of Fleetness	Chest	44	Uncommon	135	+12 Agility, +27 Vitality
Padded Vest of Might	Chest	32	Uncommon	98	+20 Might
Padded Vest of Might	Chest	50	Uncommon	154	+30 Might
Padded Vest of Vigour	Chest	24	Uncommon	73	+7 Vitality
Padded Vest of Vigour	Chest	35	Uncommon	108	+21 Vitality
Padded Vest of Vigour	Chest	44	Uncommon	135	+12 Vitality
Paladin's Hat	Head	11	Uncommon	10	+4 Agility
Paladin's Shoulders	Shoulders	11	Uncommon	14	+4 Might
Pampraush's End	Feet	7	Common	6	—
Patched Hood	Head	2	Common	2	—
Patched Hood	Head	5	Common	4	—
Patched Hood	Head	8	Common	6	—
Patched Hood	Head	11	Common	8	—
Patched Hood	Head	15	Common	11	—
Patched Hood	Head	17	Common	13	—
Patched Hood	Head	20	Common	14	—
Patched Hood	Head	23	Common	17	—
Patched Hood	Head	26	Common	19	—
Patched Hood	Head	29	Common	22	—
Patched Hood	Head	32	Common	23	—
Patched Hood	Head	35	Common	26	—
Patched Hood	Head	38	Common	28	—
Patched Hood	Head	41	Common	30	—
Patched Hood	Head	44	Common	33	—
Patched Hood	Head	47	Common	34	—
Pauldrons	Shoulders	45	Rare	50	+27 Fate, +46 Max Power
Pauldrons	Shoulders	45	Rare	70	+27 Fate, +12 Vitality
Pauldrons	Shoulders	45	Rare	95	+27 Fate, +46 Max Power
Peake's Helmet	Head	23	Uncommon	30	+6 Vitality
Pease-Picking Gauntlets	Hands	43	Uncommon	94	+12 Vitality, +12 Fate, 86% Morale Regeneration in Combat
Pease-Picking Gloves	Hands	43	Uncommon	66	+.86 Morale Regeneration in Combat, +12 Vitality, +12 Fate
Peerless Gloves	Hands	33	Rare	61	2% Healing Bonus
Pickthorn's Boots	Feet	7	Uncommon	8	+2 Will
Pliant Explorer's Armour	Chest	34	Rare	126	+21 Vitality, +9 Might



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Pliant Explorer's Gloves	Hands	34	Rare	63	+21 Agility, +9 Might
Pliant Explorer's Hat	Head	34	Rare	38	+21 Will, +9 Vitality
Pliant Explorer's Leggings	Legs	34	Rare	104	+21 Agility, +9 Will
Pliant Explorer's Shoes	Feet	34	Rare	50	+21 Vitality, +9 Agility
Pliant Explorer's Shoulder Guards	Shoulders	34	Rare	38	+21 Fate, +9 Might
Pliant Linen Armour	Chest	19	Rare	70	+12 Vitality
Pliant Linen Gloves	Hands	19	Rare	35	+12 Agility
Pliant Linen Hood	Head	19	Rare	21	+12 Will
Pliant Linen Leggings	Legs	19	Rare	59	+12 Agility
Pliant Linen Shoes	Feet	19	Rare	28	+12 Vitality
Pliant Linen Shoulder Guards	Shoulders	19	Rare	21	+12 Fate
Pointed Hat	Head	1	Uncommon	1	—
Pointed Hat	Head	2	Common	2	—
Pointed Hat	Head	5	Common	4	—
Pointed Hat	Head	8	Common	6	—
Pointed Hat	Head	11	Common	8	—
Pointed Hat	Head	15	Common	11	—
Pointed Hat	Head	17	Common	13	—
Pointed Hat	Head	20	Common	14	—
Pointed Hat	Head	23	Common	17	—
Pointed Hat	Head	26	Common	19	—
Pointed Hat	Head	29	Common	22	—
Pointed Hat	Head	32	Common	23	—
Pointed Hat	Head	35	Common	26	—
Pointed Hat	Head	38	Common	28	—
Pointed Hat	Head	41	Common	30	—
Pointed Hat	Head	44	Common	33	—
Pointed Hat	Head	47	Common	34	—
Pointed Hat of Fate	Head	18	Uncommon	17	+5 Fate
Pointed Hat of Fate	Head	26	Uncommon	24	+8 Fate
Pointed Hat of Fleetness	Head	48	Uncommon	44	+13 Agility
Pointed Hat of Rallying	Head	36	Uncommon	33	1% Healing Bonus
Pointed Hat of Vigour	Head	32	Uncommon	29	+9 Vitality
Polished Ancient Armour	Chest	50	Rare	351	+30 Might, +51 Max Power
Polished Ancient Boots	Feet	50	Rare	141	+30 Agility, +51 Max Power
Polished Ancient Gloves	Hands	50	Rare	176	+30 Might, +50 Max Morale
Polished Ancient Helm	Head	50	Rare	105	+30 Vitality, +50 Max Morale
Polished Ancient Leggings	Legs	50	Rare	293	+30 Will, +51 Max Power
Polished Ancient Shoulder Guards	Shoulders	50	Rare	105	+30 Might, +51 Max Power
Porvaib	Hands	40	Rare	74	+11 Vitality, +11 Fate, 1% Healing Bonus
Postmaster's Cloak	Back	12	Uncommon	22	+4 Agility
Primstone's Cloak	Back	5	Common	7	—
Primstone's Shirt	Chest	10	Uncommon	43	+3 Agility
Primstone's Shoes	Feet	10	Uncommon	12	+3 Agility
Pristine Armour	Chest	45	Uncommon	139	3% Wound Resistance
Pristine Gloves	Hands	45	Uncommon	69	+45 Max Morale
Pristine Hat	Head	45	Uncommon	42	+45 Max Morale
Pristine Leggings	Legs	45	Uncommon	115	3% Poison Resistance
Pristine Shoes	Feet	45	Uncommon	56	+27 Vitality
Pristine Shoulder Guards	Shoulders	45	Uncommon	42	+27 Fate
Quickhands	Hands	50	Rare	95	+30 Might, +30 Agility
Quicksilver's Breastplate	Chest	20	Uncommon	117	+5 Fate
Quicksilver's Gloves	Hands	21	Uncommon	46	+6 Agility
Quicksilver's Shoulder Pads	Shoulders	21	Uncommon	19	+16 Max Power
Quilted Armour	Chest	13	Common	32	—
Quilted Gloves	Hands	13	Common	16	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Quilted Hat	Head	13	Common	10	—
Quilted Jacket of Determination	Chest	27	Uncommon	83	+8 Will
Quilted Jacket of Determination	Chest	32	Uncommon	98	+20 Will
Quilted Jacket of Determination	Chest	50	Uncommon	154	+14 Will
Quilted Jacket of Fate	Chest	16	Uncommon	49	+5 Fate
Quilted Jacket of Fate	Chest	44	Uncommon	135	+12 Fate
Quilted Jacket of Fleetness	Chest	47	Uncommon	144	+13 Agility
Quilted Leggings	Legs	1	Common	2	—
Quilted Leggings	Legs	1	Uncommon	2	—
Quilted Leggings	Legs	2	Common	4	—
Quilted Leggings	Legs	5	Common	10	—
Quilted Leggings	Legs	8	Common	16	—
Quilted Leggings	Legs	11	Common	22	—
Quilted Leggings	Legs	13	Common	26	—
Quilted Leggings	Legs	15	Common	30	—
Quilted Leggings	Legs	17	Common	34	—
Quilted Leggings	Legs	20	Common	41	—
Quilted Leggings	Legs	23	Common	47	—
Quilted Leggings	Legs	26	Common	53	—
Quilted Leggings	Legs	29	Common	59	—
Quilted Leggings	Legs	32	Common	65	—
Quilted Leggings	Legs	35	Common	72	—
Quilted Leggings	Legs	38	Common	78	—
Quilted Leggings	Legs	41	Common	84	—
Quilted Leggings	Legs	44	Common	90	—
Quilted Leggings	Legs	47	Common	96	—
Quilted Leggings of Courage	Legs	19	Uncommon	49	+53 Morale Regeneration in Combat
Quilted Leggings of Courage	Legs	32	Uncommon	81	+90 Morale Regeneration in Combat
Quilted Leggings of Courage	Legs	38	Uncommon	97	+1.1 Morale Regeneration in Combat
Quilted Leggings of Courage	Legs	41	Uncommon	105	+1.1 Morale Regeneration in Combat
Quilted Leggings of Courage	Legs	50	Uncommon	128	+1.4 Morale Regeneration in Combat, +14 Agility
Quilted Leggings of Determination	Legs	15	Uncommon	38	+4 Will
Quilted Leggings of Determination	Legs	17	Uncommon	43	+5 Will
Quilted Leggings of Determination	Legs	29	Uncommon	74	+8 Will
Quilted Leggings of Determination	Legs	32	Uncommon	81	+9 Will
Quilted Leggings of Determination	Legs	38	Uncommon	97	+10 Will
Quilted Leggings of Determination	Legs	44	Uncommon	112	+12 Will
Quilted Leggings of Determination	Legs	50	Uncommon	128	+14 Will
Quilted Leggings of Fate	Legs	19	Uncommon	49	+5 Fate
Quilted Leggings of Fate	Legs	22	Uncommon	56	+6 Fate
Quilted Leggings of Fate	Legs	25	Uncommon	64	+7 Fate
Quilted Leggings of Fate	Legs	35	Uncommon	90	+9 Fate
Quilted Leggings of Fate	Legs	41	Uncommon	105	+11 Fate
Quilted Leggings of Fate	Legs	44	Uncommon	112	+12 Fate
Quilted Leggings of Fleetness	Legs	17	Uncommon	43	+5 Agility
Quilted Leggings of Fleetness	Legs	25	Uncommon	64	+7 Agility
Quilted Leggings of Fleetness	Legs	32	Uncommon	81	+9 Agility
Quilted Leggings of Fleetness	Legs	35	Uncommon	90	+9 Agility
Quilted Leggings of Fleetness	Legs	38	Uncommon	97	+10 Agility
Quilted Leggings of Fleetness	Legs	44	Uncommon	112	+12 Agility
Quilted Leggings of Fleetness	Legs	50	Uncommon	128	+14 Agility
Quilted Leggings of Might	Legs	19	Uncommon	49	+5 Might
Quilted Leggings of Might	Legs	22	Uncommon	56	+6 Might
Quilted Leggings of the Great Barrows	Legs	20	Uncommon	51	+56 Morale Regeneration in Combat
Quilted Leggings of Vigour	Legs	8	Uncommon	20	+3 Vitality
Quilted Leggings of Vigour	Legs	15	Uncommon	38	+4 Vitality



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Quilted Leggings of Vigour	Legs	22	Uncommon	56	+6 Vitality
Quilted Leggings of Vigour	Legs	29	Uncommon	74	+8 Vitality
Quilted Leggings of Vigour	Legs	32	Uncommon	81	+9 Vitality
Quilted Leggings of Vigour	Legs	41	Uncommon	105	+11 Vitality
Quilted Shirt	Chest	27	Uncommon	83	—
Quilted Shirt	Chest	50	Uncommon	154	—
Quilted Shirt of Determination	Chest	14	Uncommon	42	+4 Will
Quilted Shirt of Determination	Chest	16	Uncommon	49	+5 Will
Quilted Shirt of Determination	Chest	21	Uncommon	64	+6 Will
Quilted Shirt of Determination	Chest	32	Uncommon	98	+9 Will
Quilted Shirt of Determination	Chest	38	Uncommon	116	+10 Will
Quilted Shirt of Determination	Chest	47	Uncommon	144	+13 Will
Quilted Shirt of Fate	Chest	24	Uncommon	73	+7 Fate
Quilted Shirt of Fate	Chest	27	Uncommon	83	+8 Fate
Quilted Shirt of Fate	Chest	35	Uncommon	108	+9 Fate
Quilted Shirt of Fate	Chest	38	Uncommon	116	+10 Fate
Quilted Shirt of Fate	Chest	44	Uncommon	135	+12 Fate
Quilted Shirt of Fleetness	Chest	8	Uncommon	25	+3 Agility
Quilted Shirt of Fleetness	Chest	24	Uncommon	73	+7 Agility
Quilted Shirt of Fleetness	Chest	27	Uncommon	83	+8 Agility
Quilted Shirt of Fleetness	Chest	38	Uncommon	116	+10 Agility
Quilted Shirt of Might	Chest	21	Uncommon	64	+6 Might
Quilted Shirt of Might	Chest	24	Uncommon	73	+7 Might
Quilted Shirt of Vigour	Chest	5	Uncommon	16	+1 Vitality
Quilted Shirt of Vigour	Chest	12	Uncommon	37	+4 Vitality
Quilted Shirt of Vigour	Chest	16	Uncommon	49	+5 Vitality
Quilted Shirt of Vigour	Chest	32	Uncommon	98	+9 Vitality
Quilted Shirt of Vigour	Chest	32	Uncommon	98	+20 Vitality
Quilted Shirt of Vigour	Chest	44	Uncommon	135	+27 Vitality
Quilted Shirt of Vigour	Chest	47	Uncommon	144	+13 Vitality
Quilted Shirt of Vigour	Chest	50	Uncommon	154	+14 Vitality
Quilted Shoes	Feet	13	Common	13	—
Quilted Shoulder Guards	Shoulders	13	Common	10	—
Quilted Shoulder Pads	Shoulders	1	Common	1	—
Quilted Shoulder Pads	Shoulders	2	Common	2	—
Quilted Shoulder Pads	Shoulders	3	Common	2	—
Quilted Shoulder Pads	Shoulders	5	Common	3	—
Quilted Shoulder Pads	Shoulders	8	Common	6	—
Quilted Shoulder Pads	Shoulders	11	Common	9	—
Quilted Shoulder Pads	Shoulders	13	Common	10	—
Quilted Shoulder Pads	Shoulders	15	Common	10	—
Quilted Shoulder Pads	Shoulders	17	Common	13	—
Quilted Shoulder Pads	Shoulders	20	Common	15	—
Quilted Shoulder Pads	Shoulders	23	Common	17	—
Quilted Shoulder Pads	Shoulders	26	Common	19	—
Quilted Shoulder Pads	Shoulders	29	Common	22	—
Quilted Shoulder Pads	Shoulders	32	Common	23	—
Quilted Shoulder Pads	Shoulders	35	Common	26	—
Quilted Shoulder Pads	Shoulders	38	Common	28	—
Quilted Shoulder Pads	Shoulders	41	Common	30	—
Quilted Shoulder Pads	Shoulders	44	Common	33	—
Quilted Shoulder Pads	Shoulders	47	Common	34	—
Quilted Trousers	Legs	1	Common	2	—
Quilted Trousers	Legs	2	Common	4	—
Quilted Vest	Chest	1	Uncommon	3	—
Quilted Vest	Chest	24	Uncommon	73	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Quilted Vest	Chest	44	Uncommon	135	—
Quilted Vest of Determination	Chest	5	Uncommon	16	+1 Will
Quilted Vest of Determination	Chest	14	Uncommon	42	+4 Will
Quilted Vest of Determination	Chest	16	Uncommon	49	+5 Will
Quilted Vest of Determination	Chest	21	Uncommon	64	+6 Will
Quilted Vest of Determination	Chest	32	Uncommon	98	+9 Will
Quilted Vest of Determination	Chest	38	Uncommon	116	+10 Will
Quilted Vest of Determination	Chest	47	Uncommon	144	+13 Will
Quilted Vest of Fate	Chest	24	Uncommon	73	+7 Fate
Quilted Vest of Fate	Chest	27	Uncommon	83	+8 Fate
Quilted Vest of Fate	Chest	50	Uncommon	154	+14 Fate
Quilted Vest of Fleetness	Chest	35	Uncommon	108	+9 Agility
Quilted Vest of Fleetness	Chest	50	Uncommon	154	+14 Agility
Quilted Vest of Might	Chest	12	Uncommon	37	+4 Might
Quilted Vest of Might	Chest	16	Uncommon	49	+5 Might
Quilted Vest of Might	Chest	35	Uncommon	108	+9 Might
Quilted Vest of Vigour	Chest	21	Uncommon	64	+6 Vitality
Quilted Vest of Vigour	Chest	38	Uncommon	116	+10 Vitality
Radiant Armour	Chest	50	Rare	185	+30 Vitality, +30 Will
Radiant Gloves	Hands	50	Rare	93	+1 Morale Regeneration in Combat, +50 Max Morale
Radiant Hat	Head	50	Rare	55	3% Fear Resistance, +14 Fate
Radiant Leggings	Legs	50	Rare	154	+30 Agility, 3% Poison Resistance
Radiant Shoes	Feet	50	Rare	74	+30 Agility, 3% Disease Resistance
Radiant Shoulder Guards	Shoulders	50	Rare	56	+30 Fate, 2% Wound Resistance
Ramskinn	Shoulders	50	Rare	78	+90 Max Power, +30 Fate
Ramsteps	Legs	42	Rare	183	+26 Agility
Randward's Arms	Shoulders	50	Rare	105	+30 Might, +14 Vitality, +14 Will
Rangers' Armour	Chest	45	Uncommon	196	+27 Might
Rangers' Boots	Feet	45	Uncommon	79	3% Disease Resistance
Rangers' Gloves	Hands	45	Uncommon	98	+27 Might
Rangers' Helm	Head	45	Uncommon	58	3% Fear Resistance
Rangers' Leggings	Legs	45	Uncommon	163	+27 Agility
Rangers' Shoulder Guards	Shoulders	45	Uncommon	58	+46 Max Power
Red Reaver's Doom	Head	16	Uncommon	28	+5 Will
Redemaib	Clothing	40	Rare	104	+4 Might, +24 Vitality
Reedy's Hat	Head	9	Common	6	—
Rehearh	Shoulders	35	Rare	39	+9 Will, +9 Fate
Reinforced Blade Helm	Head	37	Uncommon	80	—
Reinforced Chainmail Breastplate	Chest	47	Uncommon	338	—
Reinforced Chainmail Breastplate of Determination	Chest	27	Uncommon	194	+8 Will
Reinforced Chainmail Breastplate of Might	Chest	47	Uncommon	338	+29 Might
Reinforced Chainmail Breastplate of Might	Chest	50	Uncommon	359	+14 Might, +14 Fate
Reinforced Chainmail Gauntlets	Hands	36	Uncommon	129	—
Reinforced Chainmail Gauntlets of Courage	Hands	49	Uncommon	176	+69 Morale Regeneration in Combat
Reinforced Chainmail Gauntlets of Might	Hands	36	Uncommon	129	+21 Might
Reinforced Chainmail Gauntlets of Rallying	Hands	50	Uncommon	180	2% Healing Bonus
Reinforced Chainmail Gloves	Hands	23	Uncommon	83	—
Reinforced Chainmail Gloves of Rallying	Hands	23	Uncommon	83	1% Healing Bonus
Reinforced Chainmail Leggings	Legs	19	Uncommon	114	—
Reinforced Chainmail Leggings of Courage	Legs	44	Uncommon	263	+1.8 Morale Regeneration in Combat
Reinforced Chainmail Shoes of Fleetness	Feet	28	Uncommon	80	+8 Agility
Reinforced Chainmail Shoulder Pads	Shoulders	28	Uncommon	60	—
Reinforced Cloth Shoulder Pads	Shoulders	37	Uncommon	42	—
Reinforced Cloth Shoulder Pads of Vigour	Shoulders	37	Uncommon	42	+10 Vitality
Reinforced Dwarf Cloth Shoulder Pads of Fate	Shoulders	37	Uncommon	42	+10 Fate
Reinforced Dwarf Leather Boots	Feet	43	Uncommon	47	—
Reinforced Dwarf Leather Boots of Fleetness	Feet	33	Uncommon	26	+9 Agility



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Reinforced Dwarf Leather Boots of Fleetness	Feet	43	Uncommon	47	+26 Agility
Reinforced Dwarf Leather Gauntlets of Courage	Hands	50	Uncommon	77	+1 Morale Regeneration in Combat
Reinforced Dwarf Leather Jacket of Determination	Chest	32	Uncommon	59	+9 Will
Reinforced Dwarf Leather Leggings of Courage	Legs	38	Uncommon	75	+1.5 Morale Regeneration in Combat
Reinforced Dwarf Leather Shirt	Chest	45	Uncommon	129	—
Reinforced Dwarf Leather Shirt of Fate	Chest	22	Uncommon	6	+6 Fate
Reinforced Dwarf Leather Shoes of Determination	Feet	20	Uncommon	47	+5 Will
Reinforced Dwarf Leather Shoulder Guards of Fleetness	Shoulders	50	Uncommon	47	+14 Agility, +14 Will
Reinforced Dwarf Leather Shoulder Pads of Might	Shoulders	37	Uncommon	26	+23 Might
Reinforced Dwarf Padded Jacket of Fate	Chest	24	Uncommon	90	+7 Fate
Reinforced Dwarf Padded Leggings	Legs	50	Uncommon	157	—
Reinforced Dwarf Padded Shoes of Fate	Feet	49	Uncommon	74	+13 Fate
Reinforced Dwarf Padded Shoes of Might	Feet	50	Uncommon	75	+14 Might
Reinforced Dwarf Quilted Leggings of Determination	Legs	50	Uncommon	157	+14 Will
Reinforced Dwarf Spiked Helm	Head	19	Uncommon	34	—
Reinforced Dwarf Spiked Helm	Head	40	Uncommon	45	—
Reinforced Dwarf Steel Boots	Feet	36	Uncommon	103	—
Reinforced Dwarf Steel Boots of Might	Feet	49	Uncommon	141	+13 Might, +13 Agility
Reinforced Dwarf Steel Boots of Vigour	Feet	36	Uncommon	103	+9 Vitality
Reinforced Dwarf Steel Boots of Vigour	Feet	50	Uncommon	144	+30 Vitality
Reinforced Dwarf Steel Breastplate	Chest	27	Uncommon	194	—
Reinforced Dwarf Steel Breastplate of Might	Chest	50	Uncommon	359	+30 Might
Reinforced Dwarf Steel Breastplate of Vigour	Chest	47	Uncommon	338	+13 Vitality
Reinforced Dwarf Steel Gauntlets of Might	Hands	36	Uncommon	129	+9 Might
Reinforced Dwarf Steel Gloves of Fate	Hands	39	Uncommon	140	+11 Fate
Reinforced Dwarf Steel Jacket	Chest	50	Uncommon	359	—
Reinforced Dwarf Steel Jacket of Determination	Chest	50	Uncommon	359	+30 Will
Reinforced Dwarf Steel Jacket of Vigour	Chest	32	Uncommon	230	+9 Vitality
Reinforced Dwarf Steel Leggings of Courage	Legs	44	Uncommon	263	+1.2 Morale Regeneration in Combat
Reinforced Dwarf Steel Shoes	Feet	28	Uncommon	80	—
Reinforced Dwarf Steel Shoulder Guards	Shoulders	37	Uncommon	80	—
Reinforced Dwarf Steel Shoulder Guards of Might	Shoulders	37	Uncommon	80	+23 Might
Reinforced Dwarf Steel Shoulder Pads of Fleetness	Shoulders	28	Uncommon	60	+8 Agility
Reinforced Dwarf Steel Leggings	Legs	44	Uncommon	263	—
Reinforced Elven Cloth Shoulder Pads of Vigour	Shoulders	37	Uncommon	42	+10 Vitality
Reinforced Elven Leather Boots of Determination	Feet	43	Uncommon	47	+12 Will
Reinforced Elven Leather Boots of Vigour	Feet	33	Uncommon	26	+9 Vitality
Reinforced Elven Leather Gauntlets of Might	Hands	30	Uncommon	24	+8 Might
Reinforced Elven Leather Gauntlets of Rallying	Hands	50	Uncommon	77	2% Healing Bonus
Reinforced Elven Leather Helm	Head	40	Uncommon	45	—
Reinforced Elven Leather Jacket	Chest	32	Uncommon	59	—
Reinforced Elven Leather Jacket of Vigour	Chest	32	Uncommon	59	+9 Vitality
Reinforced Elven Leather Leggings of Fate	Legs	38	Uncommon	75	+10 Fate
Reinforced Elven Leather Shirt of Determination	Chest	45	Uncommon	129	+12 Will
Reinforced Elven Leather Shoulder Guards	Shoulders	50	Uncommon	47	—
Reinforced Elven Leather Shoulder Guards of Fate	Shoulders	50	Uncommon	47	+30 Fate
Reinforced Elven Leather Shoulder Pads of Vigour	Shoulders	37	Uncommon	26	+10 Vitality
Reinforced Elven Padded Shoes of Fleetness	Feet	50	Uncommon	75	+30 Agility, +14 Fate
Reinforced Elven Padded Shoes of Vigour	Feet	49	Uncommon	74	+29 Vitality, +13 Will
Reinforced Elven Pointed Helm	Head	41	Uncommon	32	—
Reinforced Elven Quilted Leggings of Fate	Legs	50	Uncommon	157	+14 Fate
Reinforced Elven Robe	Chest	22	Uncommon	83	—
Reinforced Elven Steel Boots of Determination	Feet	49	Uncommon	141	+13 Will, +13 Might
Reinforced Elven Steel Boots of Fate	Feet	36	Uncommon	103	+9 Fate
Reinforced Elven Steel Breastplate of Fleetness	Chest	47	Uncommon	338	+13 Agility
Reinforced Elven Steel Gauntlets of Courage	Hands	36	Uncommon	129	+50 Morale Regeneration in Combat

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Reinforced Elven Steel Gauntlets of Courage	Hands	50	Uncommon	180	+70 Morale Regeneration in Combat, +14 Fate
Reinforced Elven Steel Gloves	Hands	39	Uncommon	140	—
Reinforced Elven Steel Leggings of Vigour	Legs	44	Uncommon	263	+12 Vitality, +12 Might
Reinforced Elven Steel Shoulder Guards of Fate	Shoulders	37	Uncommon	80	+23 Fate
Reinforced Elven Winged Helmet	Head	46	Uncommon	99	—
Reinforced Flared Helm	Head	24	Uncommon	52	—
Reinforced Leather Boots	Feet	33	Uncommon	26	—
Reinforced Leather Boots of Fleetness	Feet	43	Uncommon	47	+26 Agility
Reinforced Leather Gauntlets	Hands	30	Uncommon	24	—
Reinforced Leather Gauntlets of Rallying	Hands	30	Uncommon	24	1% Healing Bonus
Reinforced Leather Leggings	Legs	38	Uncommon	75	—
Reinforced Leather Leggings of Determination	Legs	38	Uncommon	75	+23 Will
Reinforced Leather Shirt	Chest	22	Uncommon	6	—
Reinforced Leather Shirt of Fate	Chest	45	Uncommon	129	+12 Fate
Reinforced Leather Shirt of Vigour	Chest	22	Uncommon	6	+6 Vitality
Reinforced Leather Shoes	Feet	20	Uncommon	47	—
Reinforced Leather Shoes of Fleetness	Feet	20	Uncommon	47	+5 Agility
Reinforced Leather Shoulder Guards of Fate	Shoulders	50	Uncommon	47	+14 Fate, +36 Max Power
Reinforced Leather Shoulder Pads	Shoulders	37	Uncommon	26	—
Reinforced Leather Shoulder Pads of Might	Shoulders	37	Uncommon	26	+23 Might
Reinforced Padded Jacket	Chest	24	Uncommon	90	—
Reinforced Padded Jacket of Fate	Chest	24	Uncommon	90	+7 Fate
Reinforced Padded Shoes	Feet	49	Uncommon	74	—
Reinforced Padded Shoes	Feet	50	Uncommon	75	—
Reinforced Padded Shoes of Fate	Feet	49	Uncommon	74	+13 Fate
Reinforced Quilted Leggings of Vigour	Legs	50	Uncommon	157	+14 Vitality
Reinforced Scale Boots	Feet	49	Uncommon	141	—
Reinforced Scale Boots	Feet	50	Uncommon	144	—
Reinforced Scale Boots of Fate	Feet	50	Uncommon	144	+14 Fate, +14 Vitality
Reinforced Scale Boots of Fleetness	Feet	36	Uncommon	103	+9 Agility
Reinforced Scale Boots of Might	Feet	49	Uncommon	141	+13 Might, +13 Vitality
Reinforced Scale Gloves of Courage	Hands	39	Uncommon	140	+55 Morale Regeneration in Combat
Reinforced Scale Jacket	Chest	32	Uncommon	230	—
Reinforced Scale Jacket of Might	Chest	32	Uncommon	230	+9 Might
Reinforced Scale Jacket of Might	Chest	50	Uncommon	359	+30 Might, +36 Max Power
Reinforced Sturdy Leather Armour	Chest	24	Uncommon	105	+7 Vitality
Reinforced Sturdy Leather Boots	Feet	24	Uncommon	42	+7 Vitality
Reinforced Sturdy Leather Gloves	Hands	24	Uncommon	52	+7 Agility
Reinforced Sturdy Leather Helm	Head	24	Uncommon	32	+7 Will
Reinforced Sturdy Leather Leggings	Legs	24	Uncommon	86	+7 Agility
Reinforced Sturdy Leather Shoulder Guards	Shoulders	24	Uncommon	32	+7 Fate
Reinforced Westernesse Leather Gauntlets	Hands	50	Uncommon	77	—
Reinforced Westernesse Leather Gauntlets of Rallying	Hands	50	Uncommon	77	1% Healing Bonus, +14 Fate
Reinforced Westernesse Leather Shoulder Guards of Determination	Shoulders	50	Uncommon	47	+14 Will, +14 Fate
Reinforced Westernesse Padded Shoes of Might	Feet	49	Uncommon	74	+13 Might, +13 Agility
Reinforced Westernesse Quilted Leggings of Fleetness	Legs	50	Uncommon	157	+30 Agility, +14 Might
Reinforced Westernesse Steel Boots of Vigour	Feet	49	Uncommon	141	+29 Vitality
Reinforced Westernesse Steel Breastplate	Chest	50	Uncommon	359	—
Reinforced Westernesse Steel Breastplate of Fate	Chest	47	Uncommon	338	+13 Fate, +13 Will
Reinforced Westernesse Steel Breastplate of Vigour	Chest	50	Uncommon	359	+14 Vitality, +14 Might
Reinforced Westernesse Steel Gauntlets	Hands	49	Uncommon	176	—
Reinforced Westernesse Steel Gauntlets	Hands	50	Uncommon	180	—
Reinforced Westernesse Steel Gauntlets of Courage	Hands	49	Uncommon	176	+69 Morale Regeneration in Combat, +13 Agility
Reinforced Westernesse Steel Gauntlets of Might	Hands	50	Uncommon	180	+14 Might, +35 Max Morale
Reinforced Westernesse Steel Jacket of Might	Chest	50	Uncommon	359	+30 Might, 2% Wound Resistance



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Reinforced Westernesse Steel Leggings of Vigour	Legs	45	Uncommon	269	+12 Vitality, +12 Might
Rendail	Feet	30	Rare	84	+18 Agility, +22 Max Power
Rendirthail	Feet	48	Rare	71	+13 Might, +29 Vitality, +13 Will, +13 Fate
Rescuers Hands	Hands	18	Uncommon	52	+5 Fate
Riadrhanc	Shoulders	50	Rare	56	+14 Might, +30 Fate, +36 Max Power, 2% Wound Resistance
Riambadanir	Legs	35	Uncommon	90	+9 Agility, +26 Max Power
Riangol	Back	42	Rare	93	+12 Agility, +42 Max Morale, 1% Evade Chance
Rianham	Chest	50	Rare	351	+14 Might, +14 Agility, +30 Vitality, +50 Max Morale
Riddle-master Boots	Feet	50	Incomparable	82	+30 Vitality, +51 Max Power, +14 Will
Riddle-master Gloves	Hands	50	Incomparable	103	+50 Max Morale, +1 Morale Regeneration in Combat, +14 Fate
Riddle-master Hat	Head	50	Incomparable	62	+50 Max Morale, +30 Vitality, +14 Will
Riddle-master Leggings	Legs	50	Incomparable	171	+2 Morale Regeneration in Combat, +51 Max Power, +14 Agility
Riddle-master Robe	Chest	50	Incomparable	205	+30 Vitality, +51 Max Power, +14 Fate
Riddle Master's Hat	Head	40	Rare	44	+4 Vitality, +24 Will, 3% Fear Resistance
Riddle-master Shoulders	Shoulders	50	Incomparable	62	+30 Fate, +51 Max Power, +14 Agility
Riemaib	Hands	50	Rare	93	+14 Might, +14 Fate, +35 Max Morale, +1 Morale Regeneration in Combat
Robe	Chest	1	Common	2	—
Robe	Chest	1	Uncommon	3	—
Robe	Chest	45	Rare	167	+27 Will, 3% Wound Resistance
Robe of Absorption	Chest	25	Uncommon	77	Reduces incoming damage
Robe of Determination	Chest	10	Uncommon	31	+3 Will
Robe of Determination	Chest	18	Uncommon	56	+5 Will
Robe of Determination	Chest	28	Uncommon	86	+8 Will
Robe of Determination	Chest	44	Uncommon	135	+12 Will
Robe of Edoras	Chest	10	Rare	37	+6 Vitality
Robe of Fate	Chest	33	Uncommon	101	+9 Fate
Robe of Fate	Chest	38	Uncommon	116	+10 Fate
Robe of Fleetness	Chest	6	Uncommon	19	+2 Agility
Robe of Lothlórien	Chest	33	Rare	122	3% Wound Resistance
Robe of Mirkwood	Chest	44	Rare	163	+27 Will, +32 Max Power
Robe of Moonlight	Chest	20	Rare	74	+12 Vitality
Robe of the Barrows	Chest	20	Uncommon	61	+5 Vitality
Robe of the Crossroads	Chest	28	Rare	104	+17 Will, +8 Vitality
Robe of the Eglain	Chest	24	Uncommon	73	+18 Max Power
Robe of the Mark	Chest	16	Rare	59	3% Wound Resistance
Robe of the Northlands	Chest	46	Rare	170	+27 Vitality, +12 Agility
Robe of the Rangers	Chest	35	Rare	130	+36 Max Power, +21 Vitality
Robe of Vigour	Chest	14	Uncommon	42	+4 Vitality
Robe of Vigour	Chest	20	Uncommon	61	+5 Vitality
Robe of Vigour	Chest	30	Uncommon	92	+8 Vitality
Robe of Vigour	Chest	47	Uncommon	144	+13 Vitality
Robe of Vigour	Chest	49	Uncommon	150	+13 Vitality
Robe of Vigour	Chest	50	Uncommon	154	+14 Vitality
Robes of Ithilnath	Chest	50	Incomparable	205	+30 Vitality, +51 Max Power, +14 Fate
Rochbenhar	Head	44	Uncommon	77	+27 Vitality, +2.5 Morale Regeneration out of Combat
Rochwen's Boots	Feet	34	Uncommon	42	+9 Agility, +25 Max Power
Rocksclaler	Legs	47	Rare	205	+1.9 Morale Regeneration in Combat
Rock-steppers	Feet	40	Rare	84	+11 Might, +24 Agility
Rodongol	Clothing	28	Uncommon	51	+6 Might, +6 Vitality
Rodonham	Chest	34	Rare	178	+9 Will, +9 Vitality
Rodur	Chest	49	Rare	344	+29 Vitality, +13 Will
Root Finders	Hands	41	Uncommon	89	+24 Agility, +11 Will, +5 Fate
Rosethorn's Robe	Chest	20	Uncommon	61	+5 Will
Rothgar's Cape	Back	8	Common	11	—
Rough Cloth Armour	Chest	7	Common	18	—
Rough Cloth Gloves	Hands	7	Common	9	—
Rough Cloth Hat	Head	7	Common	6	—

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Rough Cloth Leggings	Legs	7	Common	14	—
Rough Cloth Shoes	Feet	7	Common	6	—
Rough Cloth Shoulder Guards	Shoulders	7	Common	6	—
Ruidhrainc	Shoulders	48	Rare	53	+29 Fate, +13 Might
Ruimbyr	Hands	50	Rare	176	+30 Might
Saelham	Clothing	41	Rare	151	+24 Will, +11 Fate
Saelphadanir	Clothing	40	Rare	175	+4 Agility, +11 Will, +11 Fate
Saeradan's Shoulder Guards	Shoulders	14	Common	14	—
Saeradan's Shoulder Pads	Shoulders	16	Uncommon	21	+5 Will
Saeradan's Trousers	Legs	13	Uncommon	33	+4 Fate
Saeradan's Trousers	Legs	16	Uncommon	42	+5 Agility
Sageford's Trousers	Legs	10	Uncommon	26	+3 Might
Sageford's Vest	Chest	10	Uncommon	43	+3 Fate
Sambrog Stompers	Feet	25	Rare	70	3% Disease Resistance
Sathsilfur	Shoulders	50	Rare	105	+51 Max Power, 2% Wound Resistance, +14 Fate
Scale Boots	Feet	1	Uncommon	2	—
Scale Boots of Determination	Feet	33	Uncommon	77	+9 Will
Scale Boots of Fate	Feet	36	Uncommon	84	+9 Fate
Scale Boots of Fleetness	Feet	30	Uncommon	70	+18 Agility
Scale Boots of Fleetness	Feet	49	Uncommon	114	+29 Agility
Scale Boots of Fleetness	Feet	50	Uncommon	117	+30 Agility, +14 Vitality
Scale Boots of Might	Feet	33	Uncommon	77	+9 Might
Scale Boots of Might	Feet	39	Uncommon	91	+11 Might
Scale Boots of Might	Feet	45	Uncommon	105	+12 Might
Scale Boots of the Eglain	Feet	29	Rare	82	+8 Might, +8 Agility
Scale Boots of Vigour	Feet	21	Uncommon	49	+6 Vitality
Scale Boots of Vigour	Feet	36	Uncommon	84	+21 Vitality
Scale Boots of Vigour	Feet	42	Uncommon	98	+26 Vitality, +12 Fate
Scale Breastplate	Chest	1	Uncommon	6	—
Scale Breastplate of Determination	Chest	17	Uncommon	99	+5 Will
Scale Breastplate of Determination	Chest	21	Uncommon	122	+6 Will
Scale Breastplate of Determination	Chest	29	Uncommon	169	+8 Will
Scale Breastplate of Determination	Chest	47	Uncommon	274	+29 Will
Scale Breastplate of Fate	Chest	35	Uncommon	204	+9 Fate
Scale Breastplate of Fleetness	Chest	19	Uncommon	111	+5 Agility
Scale Breastplate of Might	Chest	29	Uncommon	169	+8 Might
Scale Breastplate of Might	Chest	32	Uncommon	187	+9 Might
Scale Breastplate of Might	Chest	44	Uncommon	257	+27 Might
Scale Breastplate of Vigour	Chest	21	Uncommon	122	+6 Vitality
Scale Breastplate of Vigour	Chest	32	Uncommon	187	+9 Vitality
Scale Breastplate of Vigour	Chest	35	Uncommon	204	+9 Vitality
Scale Breastplate of Vigour	Chest	38	Uncommon	222	+10 Vitality
Scale Breastplate of Vigour	Chest	50	Uncommon	292	+14 Vitality, 2% Wound Resistance
Scaled Helmet	Head	1	Uncommon	2	—
Scale Gauntlets	Hands	18	Uncommon	52	+5 Might
Scale Gauntlets of Courage	Hands	28	Uncommon	82	+.39 Morale Regeneration in Combat
Scale Gauntlets of Courage	Hands	33	Uncommon	96	+.46 Morale Regeneration in Combat
Scale Gauntlets of Fleetness	Hands	23	Uncommon	67	+6 Agility
Scale Gauntlets of Fleetness	Hands	49	Uncommon	143	+13 Agility
Scale Gauntlets of Fleetness	Hands	50	Uncommon	146	+14 Agility
Scale Gauntlets of Might	Hands	28	Uncommon	82	+8 Might
Scale Gauntlets of Might	Hands	36	Uncommon	105	+9 Might
Scale Gauntlets of Might	Hands	43	Uncommon	125	+12 Might
Scale Gauntlets of Might	Hands	45	Uncommon	131	+27 Might
Scale Gauntlets of Might	Hands	49	Uncommon	143	+29 Might
Scale Gauntlets of Might	Hands	49	Uncommon	143	+29 Might, +13 Vitality
Scale Gauntlets of Might	Hands	50	Uncommon	146	+.70 Morale Regeneration in Combat, +14 Might



ARMOUR						
Name	Type	Level	Rarity	Armour Value	Bonuses	
Scale Gauntlets of Rallying	Hands	50	Uncommon	146	1% Healing Bonus	
Scale Gauntlets of Vigour	Hands	21	Uncommon	61	+6 Vitality	
Scale Gauntlets of Vigour	Hands	36	Uncommon	105	+9 Vitality	
Scale Gauntlets of Vigour	Hands	49	Uncommon	143	+13 Vitality, +13 Will	
Scale Gloves	Hands	1	Uncommon	3	—	
Scale Gloves of Courage	Hands	23	Uncommon	67	+.32 Morale Regeneration in Combat	
Scale Gloves of Courage	Hands	49	Uncommon	143	+.68 Morale Regeneration in Combat	
Scale Gloves of Courage	Hands	49	Uncommon	143	+.98 Morale Regeneration in Combat	
Scale Gloves of Courage	Hands	50	Uncommon	146	+1 Morale Regeneration in Combat	
Scale Gloves of Fate	Hands	33	Uncommon	96	+9 Fate	
Scale Gloves of Fate	Hands	43	Uncommon	125	+12 Fate, +12 Might	
Scale Gloves of Fleetness	Hands	21	Uncommon	61	+6 Agility	
Scale Gloves of Fleetness	Hands	28	Uncommon	82	+8 Agility	
Scale Gloves of Fleetness	Hands	39	Uncommon	114	+11 Agility	
Scale Gloves of Fleetness	Hands	50	Uncommon	146	+30 Agility, +35 Max Morale	
Scale Gloves of Might	Hands	45	Uncommon	131	+12 Might	
Scale Gloves of Might	Hands	49	Uncommon	143	+13 Might, +13 Fate	
Scale Gloves of Might	Hands	49	Uncommon	143	+29 Might	
Scale Gloves of Might	Hands	50	Uncommon	146	+30 Might	
Scale Gloves of Rallying	Hands	45	Uncommon	131	1% Healing Bonus	
Scale Gloves of Rallying	Hands	50	Uncommon	146	2% Healing Bonus	
Scale Gloves of Vigour	Hands	28	Uncommon	82	+8 Vitality	
Scale Helmet	Head	17	Common	18	—	
Scale Helmet	Head	20	Common	22	—	
Scale Helmet	Head	23	Common	24	—	
Scale Helmet	Head	26	Common	27	—	
Scale Helmet	Head	29	Common	30	—	
Scale Helmet	Head	32	Common	34	—	
Scale Helmet	Head	35	Common	37	—	
Scale Helmet	Head	38	Common	39	—	
Scale Helmet	Head	41	Common	43	—	
Scale Helmet	Head	44	Common	46	—	
Scale Helmet	Head	47	Common	49	—	
Scale Helm of Fleetness	Head	34	Uncommon	44	+9 Agility	
Scale Helm of Might	Head	22	Uncommon	28	+6 Might	
Scale Helm of Vigour	Head	44	Uncommon	57	+12 Vitality	
Scale Jacket of Determination	Chest	21	Uncommon	122	+6 Will	
Scale Jacket of Determination	Chest	21	Uncommon	122	+14 Will	
Scale Jacket of Determination	Chest	35	Uncommon	204	+9 Will	
Scale Jacket of Fate	Chest	29	Uncommon	169	+8 Fate	
Scale Jacket of Fate	Chest	32	Uncommon	187	+9 Fate	
Scale Jacket of Might	Chest	35	Uncommon	204	+9 Might	
Scale Jacket of Might	Chest	47	Uncommon	274	+29 Might, +13 Vitality	
Scale Jacket of Might	Chest	50	Uncommon	292	+30 Might	
Scale Jacket of Vigour	Chest	17	Uncommon	99	+5 Vitality	
Scale Jacket of Vigour	Chest	21	Uncommon	122	+6 Vitality	
Scale Jacket of Vigour	Chest	29	Uncommon	169	+8 Vitality	
Scale Jacket of Vigour	Chest	35	Uncommon	204	+9 Vitality	
Scale Jacket of Vigour	Chest	38	Uncommon	222	+10 Vitality	
Scale Jacket of Vigour	Chest	47	Uncommon	274	+29 Vitality	
Scale Jacket of Vigour	Chest	50	Uncommon	292	+14 Vitality	
Scale Leggings	Legs	1	Uncommon	5	—	
Scale Leggings of Courage	Legs	35	Uncommon	170	+.98 Morale Regeneration in Combat	
Scale Leggings of Determination	Legs	32	Uncommon	156	+20 Will	
Scale Leggings of Determination	Legs	35	Uncommon	170	+9 Will	
Scale Leggings of Fate	Legs	21	Uncommon	102	+6 Fate	
Scale Leggings of Fate	Legs	50	Uncommon	243	+14 Fate, +14 Vitality	

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Scale Leggings of Fleetness	Legs	21	Uncommon	102	+6 Agility
Scale Leggings of Fleetness	Legs	27	Uncommon	131	+8 Agility
Scale Leggings of Fleetness	Legs	35	Uncommon	170	+21 Agility
Scale Leggings of Fleetness	Legs	38	Uncommon	185	+23 Agility
Scale Leggings of Fleetness	Legs	44	Uncommon	214	+12 Agility
Scale Leggings of Fleetness	Legs	44	Uncommon	214	+27 Agility
Scale Leggings of Might	Legs	27	Uncommon	131	+8 Might
Scale Leggings of Might	Legs	32	Uncommon	156	+9 Might
Scale Leggings of Vigour	Legs	21	Uncommon	102	+6 Vitality
Scale Leggings of Vigour	Legs	23	Uncommon	112	+6 Vitality
Scale Leggings of Vigour	Legs	32	Uncommon	156	+9 Vitality
Scale Leggings of Vigour	Legs	35	Uncommon	170	+9 Vitality
Scale Leggings of Vigour	Legs	44	Uncommon	214	+12 Vitality, +12 Fate
Scalemail Boots	Feet	1	Common	2	—
Scalemail Boots	Feet	20	Common	37	—
Scalemail Boots	Feet	23	Common	43	—
Scalemail Boots	Feet	26	Common	49	—
Scalemail Boots	Feet	29	Common	54	—
Scalemail Boots	Feet	32	Common	60	—
Scalemail Boots	Feet	35	Common	65	—
Scalemail Boots	Feet	38	Common	71	—
Scalemail Boots	Feet	41	Common	77	—
Scalemail Boots	Feet	44	Common	82	—
Scalemail Boots	Feet	47	Common	88	—
Scalemail Boots of the Shire	Feet	45	Rare	127	+27 Vitality, +27 Agility
Scalemail Breastplate	Chest	1	Common	5	—
Scalemail Breastplate	Chest	20	Common	93	—
Scalemail Breastplate	Chest	23	Common	107	—
Scalemail Breastplate	Chest	26	Common	121	—
Scalemail Breastplate	Chest	29	Common	135	—
Scalemail Breastplate	Chest	32	Common	149	—
Scalemail Breastplate	Chest	35	Common	163	—
Scalemail Breastplate	Chest	38	Common	177	—
Scalemail Breastplate	Chest	41	Common	191	—
Scalemail Breastplate	Chest	44	Common	205	—
Scalemail Breastplate	Chest	47	Common	219	—
Scalemail Gauntlets	Hands	1	Common	2	—
Scalemail Gauntlets	Hands	20	Common	47	—
Scalemail Gauntlets	Hands	23	Common	54	—
Scalemail Gauntlets	Hands	26	Common	61	—
Scalemail Gauntlets	Hands	29	Common	68	—
Scalemail Gauntlets	Hands	32	Common	75	—
Scalemail Gauntlets	Hands	35	Common	82	—
Scalemail Gauntlets	Hands	38	Common	89	—
Scalemail Gauntlets	Hands	41	Common	96	—
Scalemail Gauntlets	Hands	44	Common	103	—
Scalemail Gauntlets	Hands	47	Common	110	—
Scalemail Gauntlets of the Shire	Hands	45	Rare	158	+27 Might, +45 Max Morale
Scalemail Gloves	Hands	20	Common	47	—
Scalemail Gloves	Hands	23	Common	54	—
Scalemail Gloves	Hands	26	Common	61	—
Scalemail Gloves	Hands	29	Common	68	—
Scalemail Gloves	Hands	32	Common	75	—
Scalemail Gloves	Hands	35	Common	82	—
Scalemail Gloves	Hands	38	Common	89	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Scalemail Gloves	Hands	41	Common	96	—
Scalemail Gloves	Hands	44	Common	103	—
Scalemail Gloves	Hands	47	Common	110	—
Scalemail Jacket	Chest	20	Common	93	—
Scalemail Jacket	Chest	23	Common	107	—
Scalemail Jacket	Chest	26	Common	121	—
Scalemail Jacket	Chest	29	Common	135	—
Scalemail Jacket	Chest	32	Common	149	—
Scalemail Jacket	Chest	35	Common	163	—
Scalemail Jacket	Chest	38	Common	177	—
Scalemail Jacket	Chest	41	Common	191	—
Scalemail Jacket	Chest	44	Common	205	—
Scalemail Jacket	Chest	47	Common	219	—
Scalemail Jacket of the Shire	Chest	45	Rare	316	+27 Vitality, +46 Max Power
Scalemail Leggings	Legs	1	Common	4	—
Scalemail Leggings	Legs	20	Common	78	—
Scalemail Leggings	Legs	23	Common	89	—
Scalemail Leggings	Legs	26	Common	101	—
Scalemail Leggings	Legs	29	Common	113	—
Scalemail Leggings	Legs	32	Common	124	—
Scalemail Leggings	Legs	35	Common	136	—
Scalemail Leggings	Legs	38	Common	148	—
Scalemail Leggings	Legs	41	Common	159	—
Scalemail Leggings	Legs	44	Common	171	—
Scalemail Leggings	Legs	47	Common	183	—
Scalemail Leggings of the Shire	Legs	45	Rare	264	+27 Agility, +12 Vitality
Scalemail Shoes	Feet	20	Common	37	—
Scalemail Shoes	Feet	23	Common	43	—
Scalemail Shoes	Feet	26	Common	49	—
Scalemail Shoes	Feet	29	Common	54	—
Scalemail Shoes	Feet	32	Common	60	—
Scalemail Shoes	Feet	35	Common	65	—
Scalemail Shoes	Feet	38	Common	71	—
Scalemail Shoes	Feet	41	Common	77	—
Scalemail Shoes	Feet	44	Common	82	—
Scalemail Shoes	Feet	47	Common	88	—
Scalemail Shoulder Guards	Shoulders	1	Common	1	—
Scalemail Shoulders of the Shire	Shoulders	45	Rare	95	+27 Might, +46 Max Power
Scale Shoes of Fate	Feet	49	Uncommon	114	+13 Fate
Scale Shoes of Fleetness	Feet	39	Uncommon	91	+11 Agility
Scale Shoes of Fleetness	Feet	39	Uncommon	91	+24 Agility
Scale Shoes of Fleetness	Feet	45	Uncommon	105	+12 Agility
Scale Shoes of Fleetness	Feet	45	Uncommon	105	+27 Agility, +33 Max Power
Scale Shoes of Fleetness	Feet	49	Uncommon	114	+29 Agility
Scale Shoes of Might	Feet	30	Uncommon	70	+8 Might
Scale Shoes of Might	Feet	36	Uncommon	84	+9 Might
Scale Shoes of Might	Feet	49	Uncommon	114	+13 Might
Scale Shoes of Might	Feet	50	Uncommon	117	+14 Might
Scale Shoes of Might	Feet	50	Uncommon	117	+14 Might, +14 Agility
Scale Shoes of Vigour	Feet	21	Uncommon	49	+6 Vitality
Scale Shoes of Vigour	Feet	33	Uncommon	77	+9 Vitality
Scale Shoes of Vigour	Feet	33	Uncommon	77	+20 Vitality
Scale Shoes of Vigour	Feet	42	Uncommon	98	+12 Vitality
Scale Shoulder Guards	Shoulders	1	Uncommon	2	—
Scale Shoulder Guards of Determination	Shoulders	43	Uncommon	75	+12 Will
Scale Shoulder Guards of Fate	Shoulders	26	Uncommon	45	+8 Fate

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Scale Shoulder Guards of Fate	Shoulders	49	Uncommon	86	+29 Fate
Scale Shoulder Guards of Fleetness	Shoulders	34	Uncommon	59	+9 Agility
Scale Shoulder Guards of Might	Shoulders	26	Uncommon	45	+8 Might
Scale Shoulder Guards of Might	Shoulders	34	Uncommon	59	+9 Might
Scale Shoulder Guards of Vigour	Shoulders	24	Uncommon	42	+7 Vitality
Scale Shoulder Guards of Vigour	Shoulders	43	Uncommon	75	+12 Vitality
Scale Shoulder Pads of Determination	Shoulders	43	Uncommon	75	+12 Will, +31 Max Power
Scale Shoulder Pads of Fate	Shoulders	24	Uncommon	42	+7 Fate
Scale Shoulder Pads of Fate	Shoulders	34	Uncommon	59	+9 Fate
Scale Shoulder Pads of Fleetness	Shoulders	26	Uncommon	45	+8 Agility
Scale Shoulder Pads of Might	Shoulders	21	Uncommon	37	+6 Might
Scale Shoulder Pads of Might	Shoulders	43	Uncommon	75	+12 Might
Scale Shoulder Pads of Might	Shoulders	43	Uncommon	75	+26 Might
Scale Shoulder Pads of Vigour	Shoulders	49	Uncommon	86	+13 Vitality, +13 Might
Scholar's Armour	Chest	38	Uncommon	116	+10 Might
Scholar's Cap of Determination	Head	18	Uncommon	17	+5 Will
Scholar's Cap of Determination	Head	36	Uncommon	33	+9 Will
Scholar's Cap of Fate	Head	20	Uncommon	18	+5 Fate
Scholar's Cap of Fate	Head	26	Uncommon	24	+8 Fate
Scholar's Cap of Fate	Head	44	Uncommon	41	+12 Fate
Scholar's Cap of Rallying	Head	50	Uncommon	46	2% Healing Bonus
Scholar's Gloves	Hands	38	Uncommon	58	1% Healing Bonus
Scholar's Hat	Head	38	Uncommon	35	+10 Will
Scholar's Hat	Head	41	Uncommon	37	+11 Vitality, +11 Will, +2.5 Morale Regeneration out of Combat
Scholar's Leggings	Legs	38	Uncommon	97	+28 Max Power
Scholar's Shoes	Feet	38	Uncommon	46	+28 Max Power
Scholar's Shoulder Guards	Shoulders	38	Uncommon	35	+10 Agility
Scout's Helmet	Head	50	Uncommon	65	+5 Agility, +30 Will, +5 Fate, +2.5 Morale Regeneration out of Combat
Seeker's Shoes	Feet	5	Common	5	—
Seige-breaker's Boots	Feet	35	Rare	73	+21 Agility, +26 Max Power
Shadow-gloves	Hands	50	Rare	93	+1 Morale Regeneration in Combat, +30 Might, +35 Max Morale
Shadow-stalker Boots	Feet	50	Incomparable	116	+30 Agility, 3% Disease Resistance, +14 Vitality
Shadow-stalker Gloves	Hands	50	Incomparable	145	+1 Morale Regeneration in Combat, +30 Agility, +14 Vitality
Shadow-stalker Helm	Head	50	Incomparable	87	+30 Vitality, +50 Max Morale, +14 Might
Shadow-stalker Jacket	Chest	50	Incomparable	291	+30 Vitality, 3% Wound Resistance, +14 Agility
Shadow-stalker Leggings	Legs	50	Incomparable	242	+30 Agility, +51 Max Power, +14 Will
Shadow-stalker Shoulders	Shoulders	50	Incomparable	87	+30 Fate, +51 Max Power, +14 Agility
Shadow-wrap	Back	50	Rare	111	+30 Might, +50 Max Morale, +14 Agility
Shadowy Cloak	Clothing	40	Rare	89	+4 Will, +40 Max Morale
Shanks of the Aurochs	Legs	35	Uncommon	90	3% Poison Resistance
Shield Finders Legs	Legs	32	Uncommon	116	+20 Will
Shining Chainmail Boots	Feet	24	Uncommon	56	+18 Max Power
Shining Chainmail Boots	Feet	39	Uncommon	91	+28 Max Power
Shining Chainmail Boots	Feet	45	Uncommon	105	+33 Max Power
Shining Chainmail Boots	Feet	49	Uncommon	114	+35 Max Power, +13 Fate
Shining Chainmail Boots	Feet	50	Uncommon	117	+36 Max Power, +14 Might
Shining Chainmail Breastplate	Chest	15	Uncommon	87	+12 Max Power
Shining Chainmail Breastplate	Chest	41	Uncommon	239	+30 Max Power, +11 Might
Shining Chainmail Jacket	Chest	38	Uncommon	222	+28 Max Power
Shining Chainmail Jacket	Chest	41	Uncommon	239	+30 Max Power, +11 Might
Shining Chainmail Jacket	Chest	47	Uncommon	274	+34 Max Power, +13 Vitality
Shining Chainmail Jacket	Chest	50	Uncommon	292	+36 Max Power, +14 Fate
Shining Chainmail Shoes	Feet	39	Uncommon	91	+40 Max Power
Shining Chainmail Shoes	Feet	49	Uncommon	114	+50 Max Power
Shining Chainmail Shoulder Guards	Shoulders	15	Uncommon	26	+12 Max Power
Shining Chainmail Shoulder Guards	Shoulders	21	Uncommon	37	+16 Max Power
Shining Chainmail Shoulder Guards	Shoulders	28	Uncommon	49	+21 Max Power



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Shining Chainmail Shoulder Guards	Shoulders	46	Uncommon	80	+33 Max Power
Shining Chainmail Shoulder Guards	Shoulders	46	Uncommon	80	+33 Max Power, +12 Will
Shining Chainmail Shoulder Guards	Shoulders	49	Uncommon	86	+35 Max Power
Shining Chainmail Shoulder Guards	Shoulders	50	Uncommon	87	+36 Max Power
Shining Chainmail Shoulder Guards	Shoulders	50	Uncommon	87	+51 Max Power
Shining Chainmail Shoulder Pads	Shoulders	17	Uncommon	30	+13 Max Power
Shining Chainmail Shoulder Pads	Shoulders	21	Uncommon	37	+16 Max Power
Shining Chainmail Shoulder Pads	Shoulders	24	Uncommon	42	+18 Max Power
Shining Chainmail Shoulder Pads	Shoulders	26	Uncommon	45	+19 Max Power
Shining Chainmail Shoulder Pads	Shoulders	28	Uncommon	60	+21 Max Power
Shining Chainmail Shoulder Pads	Shoulders	31	Uncommon	54	+23 Max Power
Shining Chainmail Shoulder Pads	Shoulders	37	Uncommon	65	+27 Max Power
Shining Chainmail Shoulder Pads	Shoulders	46	Uncommon	80	+47 Max Power
Shining Chainmail Shoulder Pads	Shoulders	49	Uncommon	86	+50 Max Power
Shining Cloth Jacket	Chest	47	Uncommon	144	+34 Max Power
Shining Cloth Shoulder Pads	Shoulders	9	Uncommon	8	+7 Max Power
Shining Cloth Shoulder Pads	Shoulders	14	Uncommon	12	+11 Max Power
Shining Cloth Shoulder Pads	Shoulders	21	Uncommon	19	+16 Max Power
Shining Cloth Shoulder Pads	Shoulders	28	Uncommon	26	+21 Max Power
Shining Cloth Shoulder Pads	Shoulders	31	Uncommon	28	+23 Max Power
Shining Cloth Shoulder Pads	Shoulders	40	Uncommon	37	+29 Max Power
Shining Dwarf Leather Boots	Feet	15	Uncommon	27	+12 Max Power
Shining Dwarf Leather Boots	Feet	20	Uncommon	35	+15 Max Power
Shining Dwarf Leather Boots	Feet	30	Uncommon	52	+22 Max Power
Shining Dwarf Leather Boots	Feet	33	Uncommon	57	+24 Max Power
Shining Dwarf Leather Boots	Feet	36	Uncommon	63	+37 Max Power
Shining Dwarf Leather Boots	Feet	39	Uncommon	68	+40 Max Power
Shining Dwarf Leather Boots	Feet	43	Uncommon	75	+31 Max Power, +12 Will
Shining Dwarf Leather Boots	Feet	43	Uncommon	75	+44 Max Power
Shining Dwarf Leather Boots	Feet	50	Uncommon	86	+51 Max Power
Shining Dwarf Leather Jacket	Chest	18	Uncommon	79	+14 Max Power
Shining Dwarf Leather Jacket	Chest	22	Uncommon	95	+17 Max Power
Shining Dwarf Leather Jacket	Chest	27	Uncommon	117	+20 Max Power
Shining Dwarf Leather Jacket	Chest	29	Uncommon	126	+21 Max Power
Shining Dwarf Leather Jacket	Chest	32	Uncommon	139	+24 Max Power
Shining Dwarf Leather Jacket	Chest	38	Uncommon	165	+28 Max Power
Shining Dwarf Leather Jacket	Chest	48	Uncommon	208	+35 Max Power
Shining Dwarf Leather Jacket	Chest	48	Uncommon	208	+49 Max Power
Shining Dwarf Leather Jacket	Chest	50	Uncommon	217	+51 Max Power, +14 Agility
Shining Dwarf Leather Leggings	Legs	17	Uncommon	61	+13 Max Power
Shining Dwarf Leather Leggings	Legs	20	Uncommon	72	+15 Max Power
Shining Dwarf Leather Leggings	Legs	22	Uncommon	80	+23 Max Power
Shining Dwarf Leather Leggings	Legs	25	Uncommon	90	+26 Max Power
Shining Dwarf Leather Leggings	Legs	32	Uncommon	116	+33 Max Power
Shining Dwarf Leather Leggings	Legs	35	Uncommon	127	+26 Max Power
Shining Dwarf Leather Leggings	Legs	38	Uncommon	138	+28 Max Power
Shining Dwarf Leather Leggings	Legs	38	Uncommon	138	+39 Max Power
Shining Dwarf Leather Leggings	Legs	42	Uncommon	152	+43 Max Power
Shining Dwarf Leather Leggings	Legs	49	Uncommon	177	+50 Max Power, +13 Might
Shining Dwarf Leather Leggings	Legs	50	Uncommon	181	+51 Max Power
Shining Dwarf Leather Shirt	Chest	18	Uncommon	79	+14 Max Power
Shining Dwarf Leather Shirt	Chest	21	Uncommon	91	+16 Max Power
Shining Dwarf Leather Shirt	Chest	24	Uncommon	105	+18 Max Power
Shining Dwarf Leather Shirt	Chest	27	Uncommon	117	+20 Max Power
Shining Dwarf Leather Shirt	Chest	29	Uncommon	126	+21 Max Power
Shining Dwarf Leather Shirt	Chest	38	Uncommon	165	+28 Max Power
Shining Dwarf Leather Shirt	Chest	42	Uncommon	183	+31 Max Power

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Shining Dwarf Leather Shirt	Chest	42	Uncommon	183	+43 Max Power
Shining Dwarf Leather Shirt	Chest	45	Uncommon	129	+46 Max Power
Shining Dwarf Leather Shirt	Chest	48	Uncommon	208	+49 Max Power
Shining Dwarf Leather Shirt	Chest	49	Uncommon	213	+35 Max Power
Shining Dwarf Leather Shirt	Chest	49	Uncommon	213	+50 Max Power
Shining Dwarf Leather Shirt	Chest	50	Uncommon	217	+36 Max Power
Shining Dwarf Leather Shoes	Feet	20	Uncommon	35	+15 Max Power
Shining Dwarf Leather Shoes	Feet	30	Uncommon	52	+22 Max Power
Shining Dwarf Leather Shoes	Feet	33	Uncommon	57	+34 Max Power
Shining Dwarf Leather Shoes	Feet	36	Uncommon	63	+26 Max Power
Shining Dwarf Leather Shoes	Feet	39	Uncommon	68	+28 Max Power
Shining Dwarf Leather Shoes	Feet	39	Uncommon	68	+40 Max Power
Shining Dwarf Leather Shoes	Feet	46	Uncommon	80	+47 Max Power
Shining Dwarf Leather Shoulder Guards	Shoulders	21	Uncommon	27	+16 Max Power
Shining Dwarf Leather Shoulder Guards	Shoulders	22	Uncommon	28	+17 Max Power
Shining Dwarf Leather Shoulder Guards	Shoulders	27	Uncommon	35	+20 Max Power
Shining Dwarf Leather Shoulder Guards	Shoulders	28	Uncommon	37	+21 Max Power
Shining Dwarf Leather Shoulder Guards	Shoulders	34	Uncommon	44	+25 Max Power
Shining Dwarf Leather Shoulder Guards	Shoulders	37	Uncommon	49	+27 Max Power
Shining Dwarf Leather Shoulder Guards	Shoulders	41	Uncommon	54	+30 Max Power
Shining Dwarf Leather Shoulder Guards	Shoulders	47	Uncommon	61	+34 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	16	Uncommon	21	+12 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	20	Uncommon	27	+15 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	22	Uncommon	28	+17 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	27	Uncommon	35	+20 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	28	Uncommon	37	+21 Max Power, +8 Might
Shining Dwarf Leather Shoulder Pads	Shoulders	28	Uncommon	37	+21 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	31	Uncommon	41	+23 Max Power, +8 Might
Shining Dwarf Leather Shoulder Pads	Shoulders	34	Uncommon	44	+25 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	41	Uncommon	54	+42 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	44	Uncommon	57	+32 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	44	Uncommon	57	+32 Max Power, +12 Agility
Shining Dwarf Leather Shoulder Pads	Shoulders	47	Uncommon	61	+34 Max Power, +13 Will
Shining Dwarf Leather Shoulder Pads	Shoulders	47	Uncommon	61	+34 Max Power, +13 Vitality
Shining Dwarf Leather Shoulder Pads	Shoulders	47	Uncommon	61	+48 Max Power
Shining Dwarf Leather Shoulder Pads	Shoulders	50	Uncommon	65	+36 Max Power, +14 Might
Shining Dwarf Leather Shoulder Pads	Shoulders	50	Uncommon	65	+51 Max Power
Shining Dwarf Padded Jacket	Chest	27	Uncommon	83	+20 Max Power
Shining Dwarf Padded Jacket	Chest	35	Uncommon	108	+36 Max Power
Shining Dwarf Padded Jacket	Chest	50	Uncommon	154	+51 Max Power, +14 Will
Shining Dwarf Padded Shirt	Chest	41	Uncommon	125	+42 Max Power
Shining Dwarf Padded Shirt	Chest	44	Uncommon	135	+32 Max Power, +12 Agility
Shining Dwarf Padded Shirt	Chest	50	Uncommon	154	+51 Max Power
Shining Dwarf Padded Shoes	Feet	17	Uncommon	21	+13 Max Power
Shining Dwarf Padded Shoes	Feet	25	Uncommon	31	+19 Max Power
Shining Dwarf Padded Shoes	Feet	27	Uncommon	33	+20 Max Power
Shining Dwarf Padded Shoes	Feet	33	Uncommon	41	+34 Max Power
Shining Dwarf Padded Shoes	Feet	36	Uncommon	44	+37 Max Power
Shining Dwarf Padded Shoes	Feet	42	Uncommon	51	+31 Max Power
Shining Dwarf Padded Shoes	Feet	42	Uncommon	51	+43 Max Power, +12 Fate
Shining Dwarf Padded Shoes	Feet	48	Uncommon	59	+35 Max Power, +13 Might
Shining Dwarf Padded Shoes	Feet	48	Uncommon	59	+49 Max Power
Shining Dwarf Padded Shoes	Feet	49	Uncommon	60	+35 Max Power
Shining Dwarf Padded Shoes	Feet	50	Uncommon	61	+36 Max Power
Shining Dwarf Padded Shoes	Feet	50	Uncommon	61	+51 Max Power
Shining Dwarf Padded Vest	Chest	16	Uncommon	49	+12 Max Power
Shining Dwarf Padded Vest	Chest	21	Uncommon	64	+16 Max Power



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Shining Dwarf Quilted Jacket	Chest	17	Uncommon	52	+13 Max Power
Shining Dwarf Quilted Jacket	Chest	27	Uncommon	83	+20 Max Power
Shining Dwarf Quilted Jacket	Chest	44	Uncommon	135	+45 Max Power
Shining Dwarf Quilted Jacket	Chest	47	Uncommon	144	+34 Max Power
Shining Dwarf Quilted Leggings	Legs	35	Uncommon	90	+36 Max Power
Shining Dwarf Quilted Leggings	Legs	38	Uncommon	97	+39 Max Power
Shining Dwarf Quilted Leggings	Legs	41	Uncommon	105	+42 Max Power
Shining Dwarf Quilted Leggings	Legs	50	Uncommon	128	+51 Max Power, +14 Fate
Shining Dwarf Quilted Shirt	Chest	32	Uncommon	98	+33 Max Power
Shining Dwarf Quilted Shirt	Chest	47	Uncommon	144	+48 Max Power
Shining Dwarf Quilted Shirt	Chest	50	Uncommon	154	+51 Max Power
Shining Dwarf Quilted Vest	Chest	32	Uncommon	98	+24 Max Power
Shining Dwarf Quilted Vest	Chest	35	Uncommon	108	+36 Max Power
Shining Dwarf Robe	Chest	18	Uncommon	56	+14 Max Power
Shining Dwarf Robe	Chest	20	Uncommon	61	+15 Max Power
Shining Dwarf Robe	Chest	22	Uncommon	67	+17 Max Power
Shining Dwarf Robe	Chest	28	Uncommon	86	+21 Max Power
Shining Dwarf Robe	Chest	35	Uncommon	108	+26 Max Power
Shining Dwarf Robe	Chest	44	Uncommon	135	+32 Max Power
Shining Dwarf Robe	Chest	47	Uncommon	144	+34 Max Power
Shining Dwarf Steel Boots	Feet	16	Uncommon	37	+12 Max Power
Shining Dwarf Steel Boots	Feet	19	Uncommon	44	+14 Max Power
Shining Dwarf Steel Boots	Feet	33	Uncommon	77	+24 Max Power
Shining Dwarf Steel Boots	Feet	48	Uncommon	112	+49 Max Power
Shining Dwarf Steel Boots	Feet	49	Uncommon	114	+35 Max Power, +13 Might
Shining Dwarf Steel Boots	Feet	49	Uncommon	114	+35 Max Power, +13 Vitality
Shining Dwarf Steel Breastplate	Chest	17	Uncommon	99	+13 Max Power
Shining Dwarf Steel Breastplate	Chest	21	Uncommon	122	+16 Max Power
Shining Dwarf Steel Breastplate	Chest	38	Uncommon	222	+28 Max Power
Shining Dwarf Steel Breastplate	Chest	44	Uncommon	257	+32 Max Power
Shining Dwarf Steel Breastplate	Chest	47	Uncommon	274	+34 Max Power
Shining Dwarf Steel Jacket	Chest	15	Uncommon	87	+12 Max Power
Shining Dwarf Steel Jacket	Chest	19	Uncommon	111	+14 Max Power
Shining Dwarf Steel Jacket	Chest	25	Uncommon	146	+19 Max Power
Shining Dwarf Steel Jacket	Chest	29	Uncommon	169	+21 Max Power
Shining Dwarf Steel Jacket	Chest	35	Uncommon	204	+26 Max Power
Shining Dwarf Steel Jacket	Chest	41	Uncommon	239	+30 Max Power
Shining Dwarf Steel Jacket	Chest	47	Uncommon	274	+48 Max Power, +13 Might
Shining Dwarf Steel Shoes	Feet	19	Uncommon	44	+14 Max Power
Shining Dwarf Steel Shoes	Feet	26	Uncommon	61	+19 Max Power
Shining Dwarf Steel Shoes	Feet	28	Uncommon	80	+21 Max Power
Shining Dwarf Steel Shoes	Feet	30	Uncommon	70	+22 Max Power
Shining Dwarf Steel Shoes	Feet	33	Uncommon	77	+24 Max Power
Shining Dwarf Steel Shoes	Feet	36	Uncommon	84	+26 Max Power
Shining Dwarf Steel Shoes	Feet	39	Uncommon	91	+28 Max Power
Shining Dwarf Steel Shoes	Feet	45	Uncommon	105	+33 Max Power
Shining Dwarf Steel Shoes	Feet	48	Uncommon	112	+49 Max Power, +13 Agility
Shining Dwarf Steel Shoes	Feet	49	Uncommon	114	+50 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	17	Uncommon	30	+13 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	21	Uncommon	37	+16 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	26	Uncommon	45	+19 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	31	Uncommon	54	+23 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	34	Uncommon	59	+25 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	40	Uncommon	70	+29 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	40	Uncommon	70	+41 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	46	Uncommon	80	+33 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	49	Uncommon	86	+35 Max Power, +13 Fate

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Shining Dwarf Steel Shoulder Guards	Shoulders	49	Uncommon	86	+35 Max Power, +13 Vitality
Shining Dwarf Steel Shoulder Guards	Shoulders	49	Uncommon	86	+50 Max Power
Shining Dwarf Steel Shoulder Guards	Shoulders	50	Uncommon	87	+51 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	28	Uncommon	49	+21 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	31	Uncommon	54	+23 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	37	Uncommon	65	+38 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	40	Uncommon	70	+29 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	43	Uncommon	75	+31 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	43	Uncommon	75	+44 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	46	Uncommon	80	+33 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	46	Uncommon	80	+47 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	49	Uncommon	86	+50 Max Power
Shining Dwarf Steel Shoulder Pads	Shoulders	50	Uncommon	87	+51 Max Power
Shining Dwarven Steel Leggings	Legs	19	Uncommon	92	+14 Max Power
Shining Dwarven Steel Leggings	Legs	23	Uncommon	112	+17 Max Power
Shining Dwarven Steel Leggings	Legs	29	Uncommon	141	+21 Max Power
Shining Dwarven Steel Leggings	Legs	32	Uncommon	156	+24 Max Power
Shining Dwarven Steel Leggings	Legs	41	Uncommon	199	+30 Max Power
Shining Dwarven Steel Leggings	Legs	50	Uncommon	243	+36 Max Power
Shining Elven Cloth Shoes	Feet	36	Uncommon	44	+26 Max Power
Shining Elven Cloth Shoes	Feet	45	Uncommon	56	+33 Max Power
Shining Elven Cloth Shoulder Pads	Shoulders	49	Uncommon	45	+35 Max Power
Shining Elven Cloth Shoulder Pads	Shoulders	50	Uncommon	46	+36 Max Power
Shining Elven Leather Boots	Feet	36	Uncommon	63	+26 Max Power
Shining Elven Leather Boots	Feet	36	Uncommon	63	+37 Max Power
Shining Elven Leather Boots	Feet	43	Uncommon	75	+44 Max Power
Shining Elven Leather Boots	Feet	46	Uncommon	80	+33 Max Power
Shining Elven Leather Boots	Feet	50	Uncommon	86	+51 Max Power
Shining Elven Leather Jacket	Chest	32	Uncommon	139	+24 Max Power
Shining Elven Leather Jacket	Chest	35	Uncommon	152	+26 Max Power
Shining Elven Leather Jacket	Chest	42	Uncommon	183	+31 Max Power
Shining Elven Leather Jacket	Chest	42	Uncommon	183	+43 Max Power
Shining Elven Leather Jacket	Chest	45	Uncommon	196	+33 Max Power
Shining Elven Leather Jacket	Chest	49	Uncommon	213	+35 Max Power
Shining Elven Leather Jacket	Chest	49	Uncommon	213	+50 Max Power, +13 Might
Shining Elven Leather Jacket	Chest	50	Uncommon	217	+36 Max Power, +14 Fate
Shining Elven Leather Jacket	Chest	50	Uncommon	217	+51 Max Power
Shining Elven Leather Leggings	Legs	35	Uncommon	127	+36 Max Power
Shining Elven Leather Leggings	Legs	38	Uncommon	138	+28 Max Power
Shining Elven Leather Leggings	Legs	45	Uncommon	163	+33 Max Power
Shining Elven Leather Leggings	Legs	49	Uncommon	177	+50 Max Power
Shining Elven Leather Leggings	Legs	50	Uncommon	181	+51 Max Power
Shining Elven Leather Shirt	Chest	32	Uncommon	139	+24 Max Power
Shining Elven Leather Shirt	Chest	35	Uncommon	152	+26 Max Power
Shining Elven Leather Shirt	Chest	45	Uncommon	196	+33 Max Power
Shining Elven Leather Shirt	Chest	45	Uncommon	196	+46 Max Power
Shining Elven Leather Shirt	Chest	48	Uncommon	208	+35 Max Power
Shining Elven Leather Shirt	Chest	48	Uncommon	208	+35 Max Power, +13 Will
Shining Elven Leather Shirt	Chest	49	Uncommon	213	+50 Max Power
Shining Elven Leather Shoes	Feet	33	Uncommon	57	+24 Max Power
Shining Elven Leather Shoes	Feet	46	Uncommon	80	+47 Max Power
Shining Elven Leather Shoulder Guards	Shoulders	34	Uncommon	44	+25 Max Power
Shining Elven Leather Shoulder Guards	Shoulders	41	Uncommon	54	+42 Max Power
Shining Elven Leather Shoulder Guards	Shoulders	44	Uncommon	57	+32 Max Power, +12 Agility
Shining Elven Leather Shoulder Guards	Shoulders	47	Uncommon	61	+34 Max Power
Shining Elven Leather Shoulder Guards	Shoulders	47	Uncommon	61	+34 Max Power, +13 Will
Shining Elven Leather Shoulder Guards	Shoulders	47	Uncommon	61	+48 Max Power



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Shining Elven Leather Shoulder Guards	Shoulders	50	Uncommon	65	+36 Max Power
Shining Elven Leather Shoulder Pads	Shoulders	31	Uncommon	41	+23 Max Power
Shining Elven Leather Shoulder Pads	Shoulders	34	Uncommon	44	+25 Max Power
Shining Elven Leather Shoulder Pads	Shoulders	37	Uncommon	49	+27 Max Power
Shining Elven Leather Shoulder Pads	Shoulders	41	Uncommon	54	+30 Max Power
Shining Elven Leather Shoulder Pads	Shoulders	47	Uncommon	61	+48 Max Power
Shining Elven Leather Shoulder Pads	Shoulders	50	Uncommon	65	+36 Max Power
Shining Elven Leather Shoulder Pads	Shoulders	50	Uncommon	65	+51 Max Power, +14 Might
Shining Elven Padded Jacket	Chest	32	Uncommon	98	+24 Max Power
Shining Elven Padded Jacket	Chest	35	Uncommon	108	+36 Max Power
Shining Elven Padded Jacket	Chest	50	Uncommon	154	+36 Max Power
Shining Elven Padded Shirt	Chest	32	Uncommon	98	+33 Max Power
Shining Elven Padded Shirt	Chest	38	Uncommon	116	+39 Max Power
Shining Elven Padded Shirt	Chest	50	Uncommon	154	+51 Max Power
Shining Elven Padded Shoes	Feet	45	Uncommon	56	+46 Max Power
Shining Elven Padded Shoes	Feet	50	Uncommon	61	+51 Max Power, +14 Fate
Shining Elven Padded Vest	Chest	35	Uncommon	108	+26 Max Power
Shining Elven Padded Vest	Chest	44	Uncommon	135	+32 Max Power
Shining Elven Quilted Jacket	Chest	44	Uncommon	135	+45 Max Power
Shining Elven Robe	Chest	33	Uncommon	101	+24 Max Power
Shining Elven Robe	Chest	41	Uncommon	125	+30 Max Power
Shining Elven Steel Boots	Feet	36	Uncommon	84	+26 Max Power
Shining Elven Steel Boots	Feet	39	Uncommon	91	+28 Max Power
Shining Elven Steel Boots	Feet	42	Uncommon	98	+31 Max Power
Shining Elven Steel Boots	Feet	49	Uncommon	114	+35 Max Power
Shining Elven Steel Boots	Feet	49	Uncommon	114	+50 Max Power
Shining Elven Steel Boots	Feet	50	Uncommon	117	+36 Max Power
Shining Elven Steel Boots	Feet	50	Uncommon	117	+51 Max Power
Shining Elven Steel Breastplate	Chest	35	Uncommon	204	+26 Max Power
Shining Elven Steel Breastplate	Chest	38	Uncommon	222	+28 Max Power
Shining Elven Steel Breastplate	Chest	47	Uncommon	274	+34 Max Power
Shining Elven Steel Breastplate	Chest	50	Uncommon	292	+36 Max Power, +14 Might
Shining Elven Steel Breastplate	Chest	50	Uncommon	359	+51 Max Power, +14 Might
Shining Elven Steel Jacket	Chest	32	Uncommon	187	+24 Max Power
Shining Elven Steel Jacket	Chest	35	Uncommon	204	+36 Max Power
Shining Elven Steel Jacket	Chest	44	Uncommon	257	+32 Max Power
Shining Elven Steel Jacket	Chest	47	Uncommon	274	+34 Max Power, +13 Might
Shining Elven Steel Leggings	Legs	32	Uncommon	156	+24 Max Power
Shining Elven Steel Leggings	Legs	41	Uncommon	199	+30 Max Power
Shining Elven Steel Shoes	Feet	39	Uncommon	91	+28 Max Power
Shining Elven Steel Shoes	Feet	39	Uncommon	91	+40 Max Power
Shining Elven Steel Shoes	Feet	45	Uncommon	105	+46 Max Power
Shining Elven Steel Shoes	Feet	49	Uncommon	114	+50 Max Power
Shining Elven Steel Shoes	Feet	50	Uncommon	117	+51 Max Power
Shining Elven Steel Shoulder Guards	Shoulders	37	Uncommon	65	+27 Max Power
Shining Elven Steel Shoulder Guards	Shoulders	40	Uncommon	70	+41 Max Power
Shining Elven Steel Shoulder Guards	Shoulders	43	Uncommon	75	+31 Max Power
Shining Elven Steel Shoulder Guards	Shoulders	43	Uncommon	75	+44 Max Power
Shining Elven Steel Shoulder Guards	Shoulders	46	Uncommon	80	+47 Max Power
Shining Elven Steel Shoulder Guards	Shoulders	49	Uncommon	86	+50 Max Power
Shining Elven Steel Shoulder Guards	Shoulders	50	Uncommon	87	+36 Max Power, +14 Might
Shining Elven Steel Shoulder Guards	Shoulders	50	Uncommon	87	+36 Max Power, +14 Vitality
Shining Elven Steel Shoulder Guards	Shoulders	50	Uncommon	87	+51 Max Power, +14 Will
Shining Elven Steel Shoulder Pads	Shoulders	35	Uncommon	61	+26 Max Power
Shining Elven Steel Shoulder Pads	Shoulders	37	Uncommon	65	+27 Max Power
Shining Elven Steel Shoulder Pads	Shoulders	40	Uncommon	70	+29 Max Power
Shining Elven Steel Shoulder Pads	Shoulders	43	Uncommon	75	+31 Max Power

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Shining Elven Steel Shoulder Pads	Shoulders	46	Uncommon	80	+33 Max Power, +12 Vitality
Shining Elven Steel Shoulder Pads	Shoulders	49	Uncommon	86	+35 Max Power
Shining Elven Steel Shoulder Pads	Shoulders	49	Uncommon	86	+50 Max Power
Shining Elven Steel Shoulder Pads	Shoulders	50	Uncommon	87	+51 Max Power
Shining Elven Steel Shoulder Pads	Shoulders	50	Uncommon	87	+51 Max Power, +14 Will
Shining Leather Boots	Feet	36	Uncommon	63	+26 Max Power
Shining Leather Boots	Feet	43	Uncommon	75	+44 Max Power
Shining Leather Boots	Feet	46	Uncommon	80	+33 Max Power
Shining Leather Boots	Feet	46	Uncommon	80	+47 Max Power
Shining Leather Jacket	Chest	18	Uncommon	79	+14 Max Power
Shining Leather Jacket	Chest	22	Uncommon	95	+17 Max Power
Shining Leather Jacket	Chest	29	Uncommon	126	+21 Max Power
Shining Leather Jacket	Chest	32	Uncommon	59	+24 Max Power
Shining Leather Jacket	Chest	42	Uncommon	183	+31 Max Power
Shining Leather Jacket	Chest	42	Uncommon	183	+31 Max Power, +12 Might
Shining Leather Jacket	Chest	48	Uncommon	208	+35 Max Power, +13 Agility
Shining Leather Shirt	Chest	22	Uncommon	95	+17 Max Power
Shining Leather Shirt	Chest	38	Uncommon	165	+28 Max Power, +10 Might
Shining Leather Shirt	Chest	49	Uncommon	213	+35 Max Power, +13 Vitality
Shining Leather Shoes	Feet	25	Uncommon	43	+19 Max Power
Shining Leather Shoes	Feet	43	Uncommon	75	+44 Max Power
Shining Leather Shoes	Feet	50	Uncommon	86	+51 Max Power
Shining Leather Shoulder Guards	Shoulders	8	Uncommon	11	+7 Max Power
Shining Leather Shoulder Guards	Shoulders	11	Uncommon	14	+9 Max Power
Shining Leather Shoulder Guards	Shoulders	16	Uncommon	21	+12 Max Power
Shining Leather Shoulder Guards	Shoulders	20	Uncommon	27	+15 Max Power
Shining Leather Shoulder Guards	Shoulders	21	Uncommon	27	+16 Max Power
Shining Leather Shoulder Guards	Shoulders	22	Uncommon	28	+17 Max Power
Shining Leather Shoulder Guards	Shoulders	27	Uncommon	35	+20 Max Power
Shining Leather Shoulder Guards	Shoulders	28	Uncommon	37	+21 Max Power
Shining Leather Shoulder Guards	Shoulders	28	Uncommon	37	+21 Max Power, +8 Fate
Shining Leather Shoulder Guards	Shoulders	34	Uncommon	44	+25 Max Power
Shining Leather Shoulder Guards	Shoulders	37	Uncommon	49	+27 Max Power
Shining Leather Shoulder Guards	Shoulders	37	Uncommon	49	+38 Max Power
Shining Leather Shoulder Guards	Shoulders	41	Uncommon	54	+30 Max Power
Shining Leather Shoulder Guards	Shoulders	44	Uncommon	57	+32 Max Power
Shining Leather Shoulder Guards	Shoulders	47	Uncommon	61	+34 Max Power, +13 Will
Shining Leather Shoulder Guards	Shoulders	47	Uncommon	61	+48 Max Power
Shining Leather Shoulder Guards	Shoulders	50	Uncommon	65	+36 Max Power
Shining Leather Shoulder Guards	Shoulders	50	Uncommon	65	+51 Max Power
Shining Leather Shoulder Pads	Shoulders	16	Uncommon	21	+12 Max Power
Shining Leather Shoulder Pads	Shoulders	21	Uncommon	27	+16 Max Power
Shining Leather Shoulder Pads	Shoulders	22	Uncommon	28	+17 Max Power
Shining Leather Shoulder Pads	Shoulders	28	Uncommon	37	+21 Max Power
Shining Leather Shoulder Pads	Shoulders	31	Uncommon	41	+32 Max Power
Shining Leather Shoulder Pads	Shoulders	34	Uncommon	44	+25 Max Power
Shining Leather Shoulder Pads	Shoulders	41	Uncommon	54	+30 Max Power
Shining Leather Shoulder Pads	Shoulders	41	Uncommon	54	+42 Max Power
Shining Leather Shoulder Pads	Shoulders	44	Uncommon	57	+32 Max Power
Shining Leather Shoulder Pads	Shoulders	47	Uncommon	61	+34 Max Power, +13 Might
Shining Leather Shoulder Pads	Shoulders	50	Uncommon	65	+51 Max Power
Shining Padded Jacket	Chest	5	Uncommon	16	+5 Max Power
Shining Padded Jacket	Chest	14	Uncommon	42	+11 Max Power
Shining Padded Jacket	Chest	21	Uncommon	64	+16 Max Power
Shining Padded Jacket	Chest	27	Uncommon	83	+20 Max Power
Shining Padded Jacket	Chest	32	Uncommon	98	+33 Max Power
Shining Padded Jacket	Chest	35	Uncommon	108	+26 Max Power



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Shining Padded Jacket	Chest	38	Uncommon	116	+28 Max Power
Shining Padded Jacket	Chest	41	Uncommon	125	+42 Max Power
Shining Padded Jacket	Chest	44	Uncommon	135	+45 Max Power
Shining Padded Jacket	Chest	47	Uncommon	144	+34 Max Power
Shining Padded Jacket	Chest	50	Uncommon	154	+51 Max Power
Shining Padded Shirt	Chest	38	Uncommon	116	+39 Max Power
Shining Padded Shirt	Chest	47	Uncommon	144	+48 Max Power
Shining Padded Shoes	Feet	22	Uncommon	27	+17 Max Power
Shining Padded Shoes	Feet	27	Uncommon	33	+20 Max Power
Shining Padded Shoes	Feet	36	Uncommon	44	+26 Max Power
Shining Padded Shoes	Feet	39	Uncommon	48	+28 Max Power
Shining Padded Shoes	Feet	48	Uncommon	59	+35 Max Power
Shining Padded Shoes	Feet	50	Uncommon	75	+36 Max Power
Shining Padded Vest	Chest	32	Uncommon	98	+24 Max Power
Shining Padded Vest	Chest	38	Uncommon	116	+39 Max Power
Shining Padded Vest	Chest	50	Uncommon	154	+36 Max Power
Shining Quilted Jacket	Chest	35	Uncommon	108	+36 Max Power
Shining Quilted Leggings	Legs	35	Uncommon	90	+26 Max Power
Shining Quilted Leggings	Legs	38	Uncommon	97	+28 Max Power
Shining Quilted Shirt	Chest	21	Uncommon	64	+16 Max Power
Shining Quilted Shirt	Chest	35	Uncommon	108	+26 Max Power
Shining Quilted Shirt	Chest	35	Uncommon	108	+36 Max Power
Shining Quilted Shirt	Chest	47	Uncommon	144	+48 Max Power
Shining Quilted Shirt	Chest	50	Uncommon	154	+51 Max Power
Shining Quilted Vest	Chest	27	Uncommon	83	+20 Max Power
Shining Quilted Vest	Chest	32	Uncommon	98	+24 Max Power
Shining Quilted Vest	Chest	41	Uncommon	125	+30 Max Power
Shining Quilted Vest	Chest	44	Uncommon	135	+32 Max Power
Shining Quilted Vest	Chest	47	Uncommon	144	+34 Max Power
Shining Robe	Chest	16	Uncommon	49	+12 Max Power
Shining Robe	Chest	22	Uncommon	67	+17 Max Power
Shining Robe	Chest	35	Uncommon	108	+26 Max Power
Shining Robe	Chest	41	Uncommon	125	+30 Max Power
Shining Scale Boots	Feet	36	Uncommon	84	+26 Max Power
Shining Scale Boots	Feet	39	Uncommon	91	+40 Max Power
Shining Scale Boots	Feet	42	Uncommon	98	+31 Max Power
Shining Scale Boots	Feet	45	Uncommon	105	+46 Max Power
Shining Scale Boots	Feet	48	Uncommon	112	+35 Max Power, +13 Will
Shining Scale Breastplate	Chest	35	Uncommon	204	+26 Max Power
Shining Scale Breastplate	Chest	50	Uncommon	292	+36 Max Power
Shining Scale Breastplate	Chest	50	Uncommon	292	+51 Max Power, +14 Might
Shining Scale Jacket	Chest	19	Uncommon	111	+14 Max Power
Shining Scale Jacket	Chest	35	Uncommon	204	+26 Max Power
Shining Scale Shoes	Feet	28	Uncommon	65	+21 Max Power
Shining Scale Shoes	Feet	36	Uncommon	84	+37 Max Power
Shining Scale Shoes	Feet	42	Uncommon	98	+43 Max Power
Shining Scale Shoes	Feet	50	Uncommon	117	+36 Max Power, +14 Might
Shining Scale Shoulder Guards	Shoulders	21	Uncommon	37	+16 Max Power
Shining Scale Shoulder Guards	Shoulders	24	Uncommon	42	+18 Max Power
Shining Scale Shoulder Guards	Shoulders	37	Uncommon	80	+38 Max Power
Shining Scale Shoulder Guards	Shoulders	40	Uncommon	70	+41 Max Power
Shining Scale Shoulder Guards	Shoulders	43	Uncommon	75	+31 Max Power
Shining Scale Shoulder Guards	Shoulders	43	Uncommon	75	+44 Max Power, +12 Fate
Shining Scale Shoulder Pads	Shoulders	24	Uncommon	42	+18 Max Power
Shining Scale Shoulder Pads	Shoulders	26	Uncommon	45	+19 Max Power
Shining Scale Shoulder Pads	Shoulders	34	Uncommon	59	+25 Max Power
Shining Scale Shoulder Pads	Shoulders	37	Uncommon	65	+27 Max Power

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Shining Scale Shoulder Pads	Shoulders	40	Uncommon	70	+29 Max Power
Shining Scale Shoulder Pads	Shoulders	40	Uncommon	70	+41 Max Power
Shining Scale Shoulder Pads	Shoulders	43	Uncommon	75	+31 Max Power
Shining Westernesse Cloth Jacket	Chest	50	Uncommon	154	+51 Max Power, +14 Might
Shining Westernesse Cloth Shoes	Feet	49	Uncommon	60	+35 Max Power
Shining Westernesse Cloth Shoes	Feet	50	Uncommon	61	+36 Max Power
Shining Westernesse Cloth Shoulder Pads	Shoulders	49	Uncommon	45	+50 Max Power
Shining Westernesse Cloth Shoulder Pads	Shoulders	50	Uncommon	46	+51 Max Power, +14 Agility
Shining Westernesse Cloth Vest	Chest	50	Uncommon	154	+51 Max Power
Shining Westernesse Leather Boots	Feet	46	Uncommon	80	+47 Max Power, +12 Fate
Shining Westernesse Leather Boots	Feet	50	Uncommon	86	+51 Max Power, +14 Might
Shining Westernesse Leather Jacket	Chest	45	Uncommon	196	+33 Max Power, +12 Fate
Shining Westernesse Leather Jacket	Chest	48	Uncommon	208	+35 Max Power
Shining Westernesse Leather Jacket	Chest	48	Uncommon	208	+35 Max Power, +13 Fate
Shining Westernesse Leather Jacket	Chest	49	Uncommon	213	+50 Max Power
Shining Westernesse Leather Jacket	Chest	50	Uncommon	217	+51 Max Power
Shining Westernesse Leather Jacket	Chest	50	Uncommon	217	+51 Max Power, +14 Might
Shining Westernesse Leather Leggings	Legs	45	Uncommon	163	+46 Max Power, +12 Agility
Shining Westernesse Leather Leggings	Legs	49	Uncommon	177	+50 Max Power
Shining Westernesse Leather Shirt	Chest	45	Uncommon	129	+46 Max Power
Shining Westernesse Leather Shirt	Chest	45	Uncommon	196	+46 Max Power, +12 Will
Shining Westernesse Leather Shirt	Chest	48	Uncommon	208	+49 Max Power
Shining Westernesse Leather Shirt	Chest	49	Uncommon	213	+35 Max Power
Shining Westernesse Leather Shirt	Chest	49	Uncommon	213	+50 Max Power
Shining Westernesse Leather Shoes	Feet	50	Uncommon	86	+51 Max Power, +14 Agility
Shining Westernesse Leather Shoulder Guards	Shoulders	47	Uncommon	61	+48 Max Power
Shining Westernesse Leather Shoulder Guards	Shoulders	50	Uncommon	65	+36 Max Power
Shining Westernesse Leather Shoulder Pads	Shoulders	50	Uncommon	65	+51 Max Power, +14 Agility
Shining Westernesse Padded Jacket	Chest	45	Uncommon	139	+46 Max Power
Shining Westernesse Padded Shirt	Chest	50	Uncommon	154	+36 Max Power, +14 Fate
Shining Westernesse Padded Shoes	Feet	48	Uncommon	59	+49 Max Power, +13 Agility
Shining Westernesse Padded Shoes	Feet	50	Uncommon	61	+51 Max Power, +14 Fate
Shining Westernesse Padded Vest	Chest	47	Uncommon	144	+48 Max Power
Shining Westernesse Padded Vest	Chest	50	Uncommon	154	+51 Max Power
Shining Westernesse Quilted Jacket	Chest	45	Uncommon	139	+33 Max Power, +12 Fate
Shining Westernesse Quilted Leggings	Legs	45	Uncommon	115	+46 Max Power
Shining Westernesse Quilted Shirt	Chest	45	Uncommon	139	+46 Max Power
Shining Westernesse Steel Boots	Feet	48	Uncommon	112	+49 Max Power
Shining Westernesse Steel Boots	Feet	49	Uncommon	114	+35 Max Power
Shining Westernesse Steel Boots	Feet	49	Uncommon	114	+50 Max Power, +13 Will
Shining Westernesse Steel Boots	Feet	50	Uncommon	117	+51 Max Power, +14 Might
Shining Westernesse Steel Breastplate	Chest	47	Uncommon	274	+34 Max Power, +13 Will
Shining Westernesse Steel Leggings	Legs	47	Uncommon	228	+34 Max Power
Shining Westernesse Steel Shoes	Feet	45	Uncommon	105	+46 Max Power
Shining Westernesse Steel Shoes	Feet	48	Uncommon	112	+35 Max Power
Shining Westernesse Steel Shoes	Feet	48	Uncommon	112	+49 Max Power
Shining Westernesse Steel Shoulder Guards	Shoulders	46	Uncommon	80	+47 Max Power
Shining Westernesse Steel Shoulder Guards	Shoulders	49	Uncommon	86	+35 Max Power
Shining Westernesse Steel Shoulder Guards	Shoulders	50	Uncommon	87	+36 Max Power
Shining Westernesse Steel Shoulder Guards	Shoulders	50	Uncommon	87	+51 Max Power
Shining Westernesse Steel Shoulder Pads	Shoulders	46	Uncommon	80	+47 Max Power
Shining Westernesse Steel Shoulder Pads	Shoulders	49	Uncommon	86	+35 Max Power, +13 Will
Shirriff's Leggings	Legs	11	Uncommon	28	+4 Agility
Shirt	Chest	45	Rare	167	+27 Vitality, +46 Max Power
Shoes	Feet	45	Rare	67	+27 Vitality, 3% Disease Resistance
Shoes of Barahir	Feet	47	Rare	98	+48 Max Power, +29 Agility
Shoes of Erebor	Feet	40	Rare	59	+41 Max Power, +24 Agility



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Shoes of Khazad-dum	Feet	35	Rare	51	+36 Max Power
Shoes of Lossarnach	Feet	35	Rare	73	3% Disease Resistance
Shoes of Mirkwood	Feet	50	Rare	74	3% Disease Resistance, +30 Agility
Shoes of Moonlight	Feet	45	Rare	67	+27 Vitality, +33 Max Power
Shoes of the Brandywine	Feet	12	Rare	25	+8 Vitality
Shoes of the Crossroads	Feet	17	Rare	25	+11 Vitality
Shoes of the Crossroads	Feet	26	Rare	39	3% Disease Resistance
Shoes of the Northlands	Feet	20	Rare	30	+12 Agility
Shoes of the Northlands	Feet	31	Rare	46	+18 Agility
Shoes of the Shirriff	Feet	8	Rare	12	+3 Agility
Shoes of the Stars	Feet	41	Rare	86	+24 Agility, +11 Might
Shoes of Tuckborough	Feet	13	Rare	19	+9 Agility
Shoes of Westmarch	Feet	14	Rare	30	+9 Agility
Shoulders of Baldor	Shoulders	32	Rare	50	+20 Might
Shoulders of Barahir	Shoulders	43	Rare	68	+26 Fate, 2% Wound Resistance
Shoulders of Dorthonion	Shoulders	31	Rare	65	+18 Fate
Shoulders of Dragonscale	Shoulders	46	Rare	72	+27 Might, +12 Will
Shoulders of Edoras	Shoulders	24	Rare	27	+15 Fate, +7 Might
Shoulders of Erebor	Shoulders	39	Rare	43	+40 Max Power, +24 Fate
Shoulders of Gondolin	Shoulders	35	Rare	74	+21 Might
Shoulders of Gondolin	Shoulders	50	Rare	78	+30 Might, +14 Agility, +36 Max Power
Shoulders of Khazad-dum	Shoulders	33	Rare	37	+20 Might, +9 Will
Shoulders of Kings	Shoulders	21	Rare	44	+14 Might
Shoulders of Lossarnach	Shoulders	25	Rare	40	2% Wound Resistance
Shoulders of Meduseld	Shoulders	18	Rare	28	+14 Max Power
Shoulders of Mirath	Shoulders	34	Rare	53	+21 Might, +25 Max Power
Shoulders of Mirath	Shoulders	45	Rare	95	+27 Might, +12 Fate
Shoulders of Mirkwood	Shoulders	50	Rare	56	+14 Fate, +51 Max Power, 2% Wound Resistance
Shoulders of Moonlight	Shoulders	43	Rare	48	+12 Will, +26 Fate
Shoulders of Moria	Shoulders	40	Rare	63	2% Wound Resistance, +24 Might
Shoulders of Moria	Shoulders	41	Rare	86	+42 Max Power, +24 Might
Shoulders of Tharbad	Shoulders	29	Rare	46	+30 Max Power
Shoulders of the Aurochs	Shoulders	50	Incomparable	87	+30 Might, +30 Fate, +14 Vitality
Shoulders of the Brandywine	Shoulders	9	Rare	14	+6 Might
Shoulders of the Bullroarer	Shoulders	15	Rare	32	+9 Might
Shoulders of the Citadel	Shoulders	29	Rare	61	+21 Max Power
Shoulders of the Crossroads	Shoulders	17	Rare	19	+11 Might
Shoulders of the Mark	Shoulders	21	Rare	33	+14 Might
Shoulders of the Mark	Shoulders	29	Rare	32	+18 Fate
Shoulders of the Nimrodel	Shoulders	48	Rare	101	2% Wound Resistance, +49 Max Power
Shoulders of the Northlands	Shoulders	21	Rare	23	2% Wound Resistance
Shoulders of the Quick-claw	Shoulders	45	Uncommon	79	+27 Fate, +33 Max Power
Shoulders of the Riddermark	Shoulders	25	Rare	53	+26 Max Power
Shoulders of the Shirriff	Shoulders	11	Rare	13	+8 Might
Shoulders of the Silverwood	Shoulders	50	Rare	105	2% Wound Resistance, +30 Might
Shoulders of the Stars	Shoulders	37	Rare	59	+10 Vitality, +10 Might, +10 Fate
Shoulders of the Tower Hills	Shoulders	17	Rare	36	2% Wound Resistance
Shoulders of Tuckborough	Shoulders	14	Rare	15	+11 Max Power
Shoulders of Westmarch	Shoulders	15	Rare	23	+9 Might
Silfdraum	Head	50	Rare	78	3% Fear Resistance
Silverberk	Chest	50	Rare	351	+30 Might, +51 Max Power
Silver Helm of Rivendell	Head	45	Rare	70	+27 Vitality, +45 Max Morale
Silver Lynx Gloves	Hands	36	Rare	67	+36 Max Morale, +21 Agility
Silver-voice Boots	Feet	50	Incomparable	82	+51 Max Power, 3% Disease Resistance, +14 Vitality
Silver-voice Gloves	Hands	50	Incomparable	103	2% Healing Bonus, +50 Max Morale, +14 Will
Silver-voice Helm	Head	50	Incomparable	62	2% Healing Bonus, 3% Fear Resistance, +35 Max Morale
Silver-voice Leggings	Legs	50	Incomparable	171	+2 Morale Regeneration in Combat, +30 Will, +14 Fate

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Silver-voice Robe	Chest	50	Incomparable	205	+30 Vitality, 3% Wound Resistance, +14 Fate
Silver-voice Shoulders	Shoulders	50	Incomparable	62	2% Wound Resistance, +30 Fate, +14 Will
Skald's Mantle	Chest	40	Rare	151	+24 Will, +29 Max Power
Skirmisher's Armour	Chest	34	Uncommon	148	+25 Max Power
Skirmisher's Boots	Feet	34	Uncommon	59	+9 Agility
Skirmisher's Gloves	Hands	34	Uncommon	74	+24 Max Morale
Skirmisher's Helm	Head	34	Uncommon	44	+9 Might
Skirmisher's Leggings	Legs	34	Uncommon	124	+9 Agility
Skirmisher's Shoulder Guards	Shoulders	34	Uncommon	44	+9 Agility
Skot-fotar	Clothing	37	Incomparable	61	+23 Agility
Skot-leggar	Legs	35	Rare	205	+98 Morale Regeneration in Combat, +9 Agility
Skunkwood's Coat	Chest	22	Rare	155	+6 Might
Skyn-halm	Head	23	Uncommon	40	+6 Will
Smallburrow's Gloves	Hands	9	Uncommon	13	+3 Vitality
Smith-feld	Back	12	Common	18	—
Smith-fotar	Feet	12	Common	12	—
Smith-leggar	Legs	15	Uncommon	38	+4 Agility
Smith's Mantle	Chest	50	Rare	185	+30 Will, +30 Vitality
Smoking Cap of Peace	Head	20	Uncommon	18	+2.5 Morale Regeneration out of Combat
Smoking Hat of Might	Head	23	Uncommon	21	+6 Might
Soft-walkers	Feet	48	Rare	101	+29 Agility, +13 Might
Solid Gondorian Armour	Chest	30	Rare	216	+18 Might, +8 Vitality
Solid Gondorian Boots	Feet	30	Rare	86	+18 Agility, +8 Vitality
Solid Gondorian Gloves	Hands	30	Rare	108	+18 Might, +8 Agility
Solid Gondorian Helm	Head	30	Rare	65	+18 Vitality, +8 Will
Solid Gondorian Leggings	Legs	30	Rare	180	+18 Will, +8 Agility
Solid Gondorian Shoulder Guards	Shoulders	30	Rare	65	+18 Might, +8 Fate
Solid Westernessee Armour	Chest	38	Rare	267	+23 Might, +39 Max Power
Solid Westernessee Boots	Feet	38	Rare	107	+23 Agility, +39 Max Power
Solid Westernessee Gloves	Hands	38	Rare	134	+23 Might, +38 Max Morale
Solid Westernessee Helm	Head	38	Rare	80	+23 Vitality, +38 Max Morale
Solid Westernessee Leggings	Legs	38	Rare	223	+23 Will, +39 Max Power
Solid Westernessee Shoulder Guards	Shoulders	38	Rare	80	+23 Might, +39 Max Power
Soltakh's Shoes	Feet	45	Rare	95	+12 Might, +27 Agility, +46 Max Power
Soothsayer's Hat	Head	30	Rare	33	+5 Morale Regeneration out of Combat
Spear-breaker	Chest	50	Rare	262	+30 Will
Spiked Helm	Head	1	Common	1	—
Spiked Helm	Head	2	Common	2	—
Spiked Helm	Head	5	Common	4	—
Spiked Helm	Head	8	Common	6	—
Spiked Helm	Head	11	Common	8	—
Spiked Helm	Head	15	Common	11	—
Spiked Helm	Head	17	Common	13	—
Spiked Helm	Head	20	Common	14	—
Spiked Helm	Head	23	Common	17	—
Spiked Helm	Head	26	Common	19	—
Spiked Helm	Head	29	Common	22	—
Spiked Helm	Head	32	Common	23	—
Spiked Helm	Head	35	Common	26	—
Spiked Helm	Head	38	Common	28	—
Spiked Helm	Head	41	Common	30	—
Spiked Helm	Head	44	Common	33	—
Spiked Helm	Head	47	Common	34	—
Spiked Helmet	Head	17	Common	18	—
Spiked Helmet	Head	20	Common	22	—
Spiked Helmet	Head	23	Common	24	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Spiked Helmet	Head	26	Common	27	—
Spiked Helmet	Head	29	Common	30	—
Spiked Helmet	Head	32	Common	34	—
Spiked Helmet	Head	35	Common	37	—
Spiked Helmet	Head	38	Common	39	—
Spiked Helmet	Head	41	Common	43	—
Spiked Helmet	Head	44	Common	46	—
Spiked Helmet	Head	47	Common	49	—
Spoke Stompers	Feet	42	Uncommon	98	+12 Might, +12 Fate, 3% Disease Resistance
Stalker's Boots	Feet	50	Rare	104	+30 Agility, +30 Vitality
Stalking Cloak	Back	21	Uncommon	38	+3 Stealth Level
Stalwart Breastplate	Clothing	46	Rare	323	+27 Will, +33 Max Power
Standa	Legs	50	Rare	157	+51 Max Power, +30 Will
Stanhelm	Head	40	Rare	44	+11 Agility
Stanhelm	Head	50	Rare	47	+30 Will, +14 Vitality
Stannaff	Chest	50	Incomparable	390	+30 Might, +36 Max Power
Stanric's Trousers	Legs	28	Uncommon	71	+78 Morale Regeneration in Combat, +8 Will
Starkbog	Shoulders	50	Incomparable	87	+30 Fate, +14 Might, +50 Max Morale
Steadfast Helm	Head	33	Uncommon	43	+9 Will, +9 Might
Steel Armour	Chest	24	Uncommon	140	+7 Might
Steel Boots	Feet	24	Uncommon	56	+7 Might
Steel Gloves	Hands	24	Uncommon	70	+34 Morale Regeneration in Combat
Steel Helm	Head	24	Uncommon	42	+17 Max Morale
Steel Leggings	Legs	24	Uncommon	117	+67 Morale Regeneration in Combat
Steel Shoulder Guards	Shoulders	15	Common	21	—
Steel Shoulder Guards	Shoulders	17	Common	24	—
Steel Shoulder Guards	Shoulders	20	Common	28	—
Steel Shoulder Guards	Shoulders	23	Common	32	—
Steel Shoulder Guards	Shoulders	24	Uncommon	42	+7 Fate
Steel Shoulder Guards	Shoulders	26	Common	36	—
Steel Shoulder Guards	Shoulders	29	Common	41	—
Steel Shoulder Guards	Shoulders	32	Common	45	—
Steel Shoulder Guards	Shoulders	35	Common	49	—
Steel Shoulder Guards	Shoulders	38	Common	53	—
Steel Shoulder Guards	Shoulders	41	Common	57	—
Steel Shoulder Guards	Shoulders	44	Common	62	—
Steel Shoulder Guards	Shoulders	47	Common	66	—
Steel Shoulder Pads	Shoulders	15	Common	21	—
Steel Shoulder Pads	Shoulders	17	Common	24	—
Steel Shoulder Pads	Shoulders	20	Common	28	—
Steel Shoulder Pads	Shoulders	23	Common	32	—
Steel Shoulder Pads	Shoulders	26	Common	36	—
Steel Shoulder Pads	Shoulders	29	Common	41	—
Steel Shoulder Pads	Shoulders	32	Common	45	—
Steel Shoulder Pads	Shoulders	35	Common	49	—
Steel Shoulder Pads	Shoulders	38	Common	53	—
Steel Shoulder Pads	Shoulders	41	Common	57	—
Steel Shoulder Pads	Shoulders	44	Common	62	—
Steel Shoulder Pads	Shoulders	47	Common	66	—
Steeltoes	Feet	50	Rare	141	+30 Agility, +14 Might
Sterklofi	Hands	50	Rare	77	+50 Max Morale, +14 Agility, +14 Fate
Sterkur's Glory	Chest	46	Rare	323	+12 Agility, 3% Wound Resistance
Sternfeet	Feet	50	Rare	141	3% Disease Resistance, +30 Vitality
Stiffreaders	Feet	50	Rare	74	+30 Agility, +14 Might
Stiffreaders	Legs	50	Rare	154	+14 Might, +30 Agility
Stone-crackers	Feet	50	Rare	104	3% Disease Resistance, +51 Max Power, +14 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Stone Finder's Gloves	Hands	34	Rare	119	+21 Might
Stonefists	Hands	50	Rare	131	+30 Might, +35 Max Morale, +14 Vitality
Stonemason's Shirt	Chest	38	Rare	140	+23 Vitality
Stout Cloth Armour	Chest	7	Rare	26	+2 Will
Stout Cloth Gloves	Hands	7	Rare	13	+5 Max Morale
Stout Cloth Hat	Head	7	Rare	8	+2 Fate
Stout Cloth Leggings	Legs	7	Rare	22	+2 Vitality
Stout Cloth Shoes	Feet	7	Rare	10	+6 Max Power
Stout Cloth Shoulder Guards	Shoulders	7	Rare	8	+2 Might
Stout Cotton Armour	Chest	24	Rare	88	+15 Vitality
Stout Cotton Gloves	Hands	24	Rare	44	+15 Agility
Stout Cotton Hat	Head	24	Rare	27	+15 Will
Stout Cotton Leggings	Legs	24	Rare	74	+15 Agility
Stout Cotton Shoes	Feet	24	Rare	35	+15 Vitality
Stout Cotton Shoulder Guards	Shoulders	24	Rare	27	+15 Fate
Stout Leather Armour	Chest	13	Rare	68	+4 Vitality
Stout Leather Boots	Feet	13	Rare	27	+4 Vitality
Stout Leather Gloves	Hands	13	Rare	34	+4 Agility
Stout Leather Helm	Head	13	Rare	21	+4 Will
Stout Leather Leggings	Legs	13	Rare	57	+4 Agility
Stout Leather Shoulder Guards	Shoulders	13	Rare	21	+4 Fate
Stout Padded Armour	Chest	7	Rare	37	+2 Agility
Stout Padded Boots	Feet	7	Rare	14	+6 Max Power
Stout Padded Gloves	Hands	7	Rare	18	+5 Max Morale
Stout Padded Helm	Head	7	Rare	11	+2 Might
Stout Padded Leggings	Legs	7	Rare	31	+2 Vitality
Stout Padded Shoulder Guards	Shoulders	7	Rare	11	+2 Might
Stout Pristine Armour	Chest	45	Rare	167	+27 Vitality, +46 Max Power, +12 Fate
Stout Pristine Gloves	Hands	45	Rare	83	+27 Agility, +45 Max Morale, +12 Might
Stout Pristine Hat	Head	45	Rare	50	+27 Will, +45 Max Morale, +2.5 Morale Regeneration out of Combat
Stout Pristine Leggings	Legs	45	Rare	139	+27 Agility, +46 Max Power, +12 Will
Stout Pristine Shoes	Feet	45	Rare	67	+27 Vitality, +46 Max Power, +12 Agility
Stout Pristine Shoulder Guards	Shoulders	45	Rare	50	+27 Fate, +46 Max Power, +12 Might
Stout Quilted Armour	Chest	13	Rare	48	+4 Vitality
Stout Quilted Gloves	Hands	13	Rare	24	+4 Agility
Stout Quilted Hood	Head	13	Rare	14	+4 Will
Stout Quilted Leggings	Legs	13	Rare	40	+4 Agility
Stout Quilted Shoes	Feet	13	Rare	19	+4 Vitality
Stout Quilted Shoulder Guards	Shoulders	13	Rare	14	+4 Fate
Stout Skirmisher's Armour	Chest	34	Rare	178	+21 Vitality, +9 Might
Stout Skirmisher's Boots	Feet	34	Rare	71	+21 Vitality, +9 Agility
Stout Skirmisher's Gloves	Hands	34	Rare	89	+21 Agility, +9 Might
Stout Skirmisher's Helm	Head	34	Rare	53	+21 Will, +9 Vitality
Stout Skirmisher's Leggings	Legs	34	Rare	149	+21 Agility, +9 Will
Stout Skirmisher's Shoulder Guards	Shoulders	34	Rare	53	+21 Fate, +9 Might
Stout Sturdy Leather Armour	Chest	24	Rare	126	+15 Vitality
Stout Sturdy Leather Boots	Feet	24	Rare	50	+15 Vitality
Stout Sturdy Leather Gloves	Hands	24	Rare	63	+15 Agility
Stout Sturdy Leather Helm	Head	24	Rare	38	+15 Will
Stout Sturdy Leather Leggings	Legs	24	Rare	104	+15 Agility
Stout Sturdy Leather Shoulder Guards	Shoulders	24	Rare	38	+15 Fate
Strongarms	Shoulders	50	Rare	78	+30 Might, +2% Wound Resistance, +15 Vitality
Strong Gondorian Armour	Chest	30	Rare	211	+8 Might
Strong Gondorian Boots	Feet	30	Rare	84	+8 Agility
Strong Gondorian Gloves	Hands	30	Rare	105	+8 Might
Strong Gondorian Helm	Head	30	Rare	63	+8 Vitality
Strong Gondorian Leggings	Legs	30	Rare	176	+8 Will



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Strong Gondorian Shoulder Guards	Shoulders	30	Rare	63	+8 Might
Strongheart	Chest	20	Rare	141	+12 Might
Strong Sturdy Leather Armour	Chest	24	Rare	126	+7 Might
Strong Sturdy Leather Boots	Feet	24	Rare	50	+18 Max Power
Strong Sturdy Leather Gloves	Hands	24	Rare	63	+34 Morale Regeneration in Combat
Strong Sturdy Leather Helm	Head	24	Rare	38	+17 Max Morale
Strong Sturdy Leather Leggings	Legs	24	Rare	104	+18 Max Power
Strong Sturdy Leather Shoulder Guards	Shoulders	24	Rare	38	+18 Max Power
Strongthews	Shoulders	35	Rare	39	+9 Will, +26 Max Power
Strong Westernesse Armour	Chest	38	Rare	267	+10 Might, +28 Max Power
Strong Westernesse Boots	Feet	38	Rare	107	+10 Agility, +28 Max Power
Strong Westernesse Gloves	Hands	38	Rare	134	+10 Might, +27 Max Morale
Strong Westernesse Helm	Head	38	Rare	80	+10 Vitality, +27 Max Morale
Strong Westernesse Leggings	Legs	38	Rare	223	+10 Will, +28 Max Power
Strong Westernesse Shoulder Guards	Shoulders	38	Rare	80	+10 Might, +28 Max Power
Sturdy Gondorian Armour	Chest	30	Rare	211	+18 Vitality
Sturdy Gondorian Boots	Feet	30	Rare	84	+31 Max Power
Sturdy Gondorian Gloves	Hands	30	Rare	105	2% Healing Bonus
Sturdy Gondorian Helm	Head	30	Rare	63	+30 Max Morale
Sturdy Gondorian Leggings	Legs	30	Rare	176	+18 Will
Sturdy Gondorian Shoulder Guards	Shoulders	30	Rare	63	+31 Max Power
Sturdy Leather Armour	Chest	24	Uncommon	105	+7 Might
Sturdy Leather Boots	Feet	24	Uncommon	42	+18 Max Power
Sturdy Leather Gloves	Hands	24	Uncommon	52	+34 Morale Regeneration in Combat
Sturdy Leather Helm	Head	24	Uncommon	32	+17 Max Morale
Sturdy Leather Leggings	Legs	24	Uncommon	86	+18 Max Power
Sturdy Leather Shoulder Guards	Shoulders	24	Uncommon	32	+18 Max Power
Sturdy Westernesse Armour	Chest	38	Rare	267	+23 Might
Sturdy Westernesse Boots	Feet	38	Rare	107	+39 Max Power
Sturdy Westernesse Gloves	Hands	38	Rare	134	2% Healing Bonus
Sturdy Westernesse Helm	Head	38	Rare	80	+38 Max Morale
Sturdy Westernesse Leather Leggings	Legs	45	Uncommon	163	3% Poison Resistance
Sturdy Westernesse Leather Leggings	Legs	49	Uncommon	177	3% Poison Resistance, +13 Will
Sturdy Westernesse Leather Leggings	Legs	50	Uncommon	181	3% Poison Resistance, +14 Vitality
Sturdy Westernesse Leggings	Legs	38	Rare	223	+1.5 Morale Regeneration in Combat
Sturdy Westernesse Quilted Leggings	Legs	45	Uncommon	115	3% Poison Resistance
Sturdy Westernesse Quilted Leggings	Legs	47	Uncommon	120	3% Poison Resistance
Sturdy Westernesse Quilted Leggings	Legs	50	Uncommon	128	3% Poison Resistance, +14 Will
Sturdy Westernesse Shoulder Guards	Shoulders	38	Rare	80	+23 Might
Sukdyr's Fall	Head	43	Rare	68	+12 Might, +5 Vitality, +12 Will, +43 Max Morale
Superb Galadhrim Armour	Chest	50	Rare	262	+30 Might, +51 Max Power
Superb Galadhrim Boots	Feet	50	Rare	104	+30 Agility, +51 Max Power
Superb Galadhrim Gloves	Hands	50	Rare	131	+30 Might, +50 Max Morale
Superb Galadhrim Helm	Head	50	Rare	78	+30 Vitality, +50 Max Morale
Superb Galadhrim Leggings	Legs	50	Rare	218	+30 Will, +51 Max Power
Superb Galadhrim Shoulder Guards	Shoulders	50	Rare	78	+30 Might, +51 Max Power
Superb Hunter's Armour	Chest	38	Rare	199	+10 Might, +28 Max Power
Superb Hunter's Boots	Feet	38	Rare	79	+10 Agility, +28 Max Power
Superb Hunter's Gloves	Hands	38	Rare	99	+10 Might, +27 Max Morale
Superb Hunter's Helm	Head	38	Rare	59	+10 Vitality, +27 Max Morale
Superb Hunter's Leggings	Legs	38	Rare	166	+10 Will, +28 Max Power
Superb Hunter's Shoulder Guards	Shoulders	38	Rare	59	+10 Might, +28 Max Power
Superb Leather Armour	Chest	19	Rare	99	+5 Vitality
Superb Leather Boots	Feet	19	Rare	40	+5 Vitality
Superb Leather Gloves	Hands	19	Rare	50	+5 Agility
Superb Leather Helm	Head	19	Rare	30	+5 Will
Superb Leather Leggings	Legs	19	Rare	83	+5 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Superb Leather Shoulder Guards	Shoulders	19	Rare	30	+5 Fate
Superb Outriders' Armour	Chest	30	Rare	157	+8 Might
Superb Outriders' Boots	Feet	30	Rare	63	+8 Agility
Superb Outriders' Gloves	Hands	30	Rare	78	+8 Might
Superb Outriders' Helm	Head	30	Rare	47	+8 Vitality
Superb Outriders' Leggings	Legs	30	Rare	131	+8 Will
Superb Outriders' Shoulder Guards	Shoulders	30	Rare	47	+8 Might
Superb Radiant Armour	Chest	50	Rare	185	+30 Might, +51 Max Power
Superb Radiant Gloves	Hands	50	Rare	93	+30 Might, +50 Max Morale
Superb Radiant Hat	Head	50	Rare	55	+30 Vitality, +50 Max Morale
Superb Radiant Leggings	Legs	50	Rare	154	+30 Will, +51 Max Power
Superb Radiant Shoes	Feet	50	Rare	74	+30 Agility, +51 Max Power
Superb Radiant Shoulder Guards	Shoulders	50	Rare	56	+30 Might, +51 Max Power
Superb Rangers' Armour	Chest	45	Rare	236	+27 Vitality, +46 Max Power
Superb Rangers' Boots	Feet	45	Rare	95	+27 Vitality, +46 Max Power
Superb Rangers' Gloves	Hands	45	Rare	118	+27 Agility, +45 Max Morale
Superb Rangers' Helm	Head	45	Rare	70	+27 Will, +45 Max Morale
Superb Rangers' Leggings	Legs	45	Rare	196	+27 Agility, +46 Max Power
Superb Rangers' Shoulder Guards	Shoulders	45	Rare	70	+27 Fate, +46 Max Power
Superb Scholar's Armour	Chest	38	Rare	140	+10 Might, +28 Max Power
Superb Scholar's Gloves	Hands	38	Rare	70	+10 Might, +27 Max Morale
Superb Scholar's Hat	Head	38	Rare	42	+10 Vitality, +27 Max Morale
Superb Scholar's Leggings	Legs	38	Rare	117	+10 Will, +28 Max Power
Superb Scholar's Shoes	Feet	38	Rare	56	+10 Agility, +28 Max Power
Superb Scholar's Shoulder Guards	Shoulders	38	Rare	42	+10 Might, +28 Max Power
Superb Traveler's Armour	Chest	30	Rare	111	+8 Might
Superb Traveler's Gloves	Hands	30	Rare	56	+8 Might
Superb Traveler's Hat	Head	30	Rare	33	+8 Vitality
Superb Traveler's Leggings	Legs	30	Rare	93	+8 Will
Superb Traveler's Shoes	Feet	30	Rare	44	+8 Agility
Superb Traveler's Shoulder Guards	Shoulders	30	Rare	33	+8 Might
Superior Lynx-hide Cloak	Back	37	Rare	82	+23 Fate, 1% Evade Chance
Swifthelm	Head	48	Rare	76	+48 Max Morale
Swift-riders	Legs	41	Rare	179	+24 Will
Tadil	Shoulders	50	Rare	78	+90 Max Power, +15 Fate, +15 Will, +15 Agility
Tancthelui	Shoulders	41	Rare	45	+11 Will, +11 Might
Tani's Boots	Feet	48	Rare	71	+29 Vitality, +13 Will, +49 Max Power
Tani's Shoulder Pads	Shoulders	50	Rare	78	+30 Might, +51 Max Power, 2% Wound Resistance
Tanner's Jacket	Chest	26	Uncommon	113	+8 Will
Tarcham	Chest	15	Rare	56	+4 Vitality, +4 Will
Tarflad	Shoulders	48	Rare	76	+29 Might, +15 Vitality
Tasseled Hat	Head	2	Common	2	—
Tasseled Hat	Head	5	Common	4	—
Tasseled Hat	Head	8	Common	6	—
Tasseled Hat	Head	11	Common	8	—
Tasseled Hat	Head	15	Common	11	—
Tasseled Hat	Head	17	Common	13	—
Tasseled Hat	Head	20	Common	14	—
Tasseled Hat	Head	23	Common	17	—
Tasseled Hat	Head	26	Common	19	—
Tasseled Hat	Head	29	Common	22	—
Tasseled Hat	Head	32	Common	23	—
Tasseled Hat	Head	35	Common	26	—
Tasseled Hat	Head	38	Common	28	—
Tasseled Hat	Head	41	Common	30	—
Tasseled Hat	Head	44	Common	33	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Tasseled Hat	Head	47	Common	34	—
Temper-Crafted Armour	Chest	21	Rare	148	+14 Vitality
Temper-Crafted Boots	Feet	21	Rare	59	+14 Vitality
Temper-Crafted Gloves	Hands	21	Rare	74	+14 Agility
Temper-Crafted Helm	Head	21	Rare	44	+14 Will
Temper-Crafted Leggings	Legs	21	Rare	123	+14 Agility
Temper-Crafted Shoulder Guards	Shoulders	21	Rare	44	+14 Fate
Terthail	Feet	16	Uncommon	27	+5 Might
Tervaib	Clothing	30	Uncommon	46	+8 Vitality, +21 Max Morale
Thalfaer	Chest	50	Rare	262	3% Wound Resistance, +30 Might
Thaliodhranc	Clothing	40	Rare	84	+11 Might, +11 Agility, +11 Vitality
Thalionthol	Head	46	Rare	72	+27 Will
The Bone Man's Guards	Shoulders	18	Uncommon	31	+5 Will
The Climber's Hands	Hands	45	Rare	158	+27 Agility, +12 Will, +45 Max Morale
The Climber's Legs	Legs	44	Uncommon	214	+12 Might, +12 Agility, +5 Will, +1.2 Morale Regeneration in Combat
The First Hunter's Foil	Shoulders	32	Uncommon	42	+9 Will, +9 Fate
Thenidhranc	Clothing	40	Rare	63	+4 Will, +41 Max Power
Thenidmaib	Hands	28	Rare	51	+0.39 Morale Regeneration in Combat, +8 Will, +8 Fate
Thenidranc	Shoulders	50	Rare	105	+30 Might, +5 Will, +36 Max Power, 2% Wound Resistance
The Scavenger's Lot	Shoulders	29	Rare	32	+18 Fate
The Stone-cutter's Arms	Shoulders	45	Rare	50	+27 Might, +12 Will, +27 Fate, +33 Max Power
The Tusker's Flanks	Shoulders	29	Uncommon	38	2% Wound Resistance
The Wheelwright's Shoulders	Shoulders	22	Uncommon	28	+17 Max Power
The Worm's Scale	Chest	30	Rare	211	+18 Might, +22 Max Power
Thick Bronze Armour	Chest	15	Uncommon	87	+12 Max Power
Thick Bronze Boots	Feet	15	Uncommon	35	+4 Might
Thick Bronze Gloves	Hands	15	Uncommon	44	+4 Might
Thick Bronze Helm	Head	15	Uncommon	26	1% Healing Bonus
Thick Bronze Leggings	Legs	15	Uncommon	73	+4 Vitality
Thick Bronze Shoulder Guards	Shoulders	15	Uncommon	26	+12 Max Power
Thick Cotton Armour	Chest	24	Rare	88	+7 Agility
Thick Cotton Cap	Head	24	Rare	27	+17 Max Morale
Thick Cotton Gloves	Hands	24	Rare	44	+0.34 Morale Regeneration in Combat
Thick Cotton Leggings	Legs	24	Rare	74	+18 Max Power
Thick Cotton Shoes	Feet	24	Rare	35	+7 Vitality
Thick Cotton Shoulder Guards	Shoulders	24	Rare	27	+7 Fate
Thick Dwarf-Iron Armour	Chest	34	Rare	239	+25 Max Power
Thick Dwarf-Iron Boots	Feet	34	Rare	96	+9 Agility
Thick Dwarf-Iron Gloves	Hands	34	Rare	119	+24 Max Morale
Thick Dwarf-Iron Helm	Head	34	Rare	72	+9 Might
Thick Dwarf-Iron Leggings	Legs	34	Rare	199	+9 Might
Thick Dwarf-Iron Shoulder Guards	Shoulders	34	Rare	72	+9 Agility
Thick Elven Soldiers' Armour	Chest	45	Rare	316	+27 Might, +12 Will
Thick Elven Soldiers' Boots	Feet	45	Rare	127	+27 Agility, +12 Vitality
Thick Elven Soldiers' Gloves	Hands	45	Rare	158	+0.63 Morale Regeneration in Combat, +27 Might
Thick Elven Soldiers' Helm	Head	45	Rare	95	+27 Vitality, +32 Max Morale
Thick Elven Soldiers' Leggings	Legs	45	Rare	264	+27 Will, +12 Agility
Thick Elven Soldiers' Shoulder Guards	Shoulders	45	Rare	95	+27 Might, +33 Max Power
Thick Iron Armour	Chest	18	Uncommon	105	+5 Vitality
Thick Iron Boots	Feet	18	Uncommon	42	+5 Agility
Thick Iron Gloves	Hands	18	Uncommon	52	+5 Might
Thick Iron Helm	Head	18	Uncommon	31	+5 Might
Thick Iron Leggings	Legs	18	Uncommon	87	+14 Max Power
Thick Iron Shoulder Guards	Shoulders	18	Uncommon	31	+5 Might
Thick Leather Armour	Chest	13	Uncommon	56	+4 Agility
Thick Leather Boots	Feet	13	Uncommon	22	+4 Agility
Thick Leather Gloves	Hands	13	Uncommon	28	+4 Fate

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Thick Leather Helm	Head	13	Uncommon	17	+4 Might
Thick Leather Leggings	Legs	13	Uncommon	47	+10 Max Power
Thick Leather Shoulder Guards	Shoulders	13	Uncommon	17	+4 Might
Thick Padded Armour	Chest	7	Uncommon	31	+6 Max Power
Thick Padded Boots	Feet	7	Uncommon	12	+2 Might
Thick Padded Gloves	Hands	7	Uncommon	15	+2 Agility
Thick Padded Helm	Head	7	Uncommon	9	+2 Might
Thick Padded Leggings	Legs	7	Uncommon	26	+2 Vitality
Thick Padded Shoulder Guards	Shoulders	7	Uncommon	9	+6 Max Power
Thick Pristine Armour	Chest	45	Rare	167	3% Wound Resistance, +12 Vitality
Thick Pristine Gloves	Hands	45	Rare	83	+45 Max Morale, +12 Fate
Thick Pristine Hat	Head	45	Rare	50	+45 Max Morale, +12 Fate
Thick Pristine Leggings	Legs	45	Rare	139	3% Poison Resistance, +12 Vitality
Thick Pristine Shoes	Feet	45	Rare	67	+27 Vitality, +12 Will
Thick Pristine Shoulder Guards	Shoulders	45	Rare	50	+27 Fate, +12 Will
Thick Quilted Armour	Chest	13	Uncommon	40	+10 Max Power
Thick Quilted Gloves	Hands	13	Uncommon	20	1% Healing Bonus
Thick Quilted Hat	Head	13	Uncommon	12	+4 Might
Thick Quilted Leggings	Legs	13	Uncommon	33	+4 Will
Thick Quilted Shoes	Feet	13	Uncommon	16	+4 Fate
Thick Quilted Shoulder Guards	Shoulders	13	Uncommon	12	+4 Might
Thick Steel Armour	Chest	24	Rare	169	+15 Might
Thick Steel Boots	Feet	24	Rare	67	+7 Might, +7 Agility
Thick Steel Gloves	Hands	24	Rare	84	+48 Morale Regeneration in Combat
Thick Steel Helm	Head	24	Rare	51	+24 Max Morale
Thick Steel Leggings	Legs	24	Rare	141	+67 Morale Regeneration in Combat, +7 Might
Thick Steel Shoulder Guards	Shoulders	24	Rare	51	+15 Fate
Thinker's Shoes	Feet	30	Rare	44	+31 Max Power, +8 Might
Thistleway's Shirt	Chest	14	Uncommon	61	+4 Agility
Thistleway's Trousers	Legs	14	Uncommon	36	+4 Fate
Thistlewool's Shoes	Feet	15	Common	22	—
Tholbog	Shoulders	50	Rare	56	+51 Max Power, +30 Fate, +14 Will
Thol-halm	Clothing	40	Rare	84	+24 Vitality, +11 Agility
Thol-klath	Chest	44	Rare	309	+27 Might, +12 Vitality, +5 Will
Thol-mundar	Hands	43	Uncommon	66	+5 Will, +12 Fate, +43 Max Morale
Thorongol	Back	44	Uncommon	81	+44 Max Morale, 1% Evade Chance
Thoroniel's Boots	Feet	42	Rare	118	+12 Might, +43 Max Power
Thrasi's Shirt	Chest	10	Common	25	—
Threk-fotar	Feet	43	Uncommon	75	+12 Might, +12 Agility, +5 Will, +31 Max Power
Threk-halm	Head	15	Rare	32	+4 Might, +4 Vitality
Threk-herthar	Clothing	40	Rare	44	+11 Might, +29 Max Power
Threk-klath	Chest	31	Uncommon	181	+18 Might
Threk-mundar	Hands	15	Uncommon	33	+4 Might
Tircham	Chest	50	Rare	185	+30 Vitality, +30 Will, +14 Fate, 3% Wound Resistance
Tiritham	Chest	29	Uncommon	126	3% Wound Resistance
Tirithar	Clothing	40	Rare	84	+28 Max Morale, +2.5 Morale Regeneration out of Combat
Tirithbadanir	Legs	34	Uncommon	124	3% Poison Resistance
Tirithmaib	Clothing	40	Rare	104	+11 Agility, +40 Max Morale
Tirithol	Back	24	Uncommon	44	+17 Max Morale, 1% Evade Chance
Tirithol	Head	48	Rare	76	+29 Vitality, +13 Will, +48 Max Morale
Tirithranc	Shoulders	34	Rare	38	2% Wound Resistance, +25 Max Power
Tirnorch	Legs	35	Rare	153	+21 Agility
Togniranc	Clothing	40	Rare	84	+11 Might, +29 Max Power
Took Gauntlets	Hands	8	Common	14	—
Took's Shirt	Chest	9	Common	31	—
Toranc	Shoulders	18	Uncommon	17	+5 Might
Torcham	Clothing	33	Uncommon	101	+7 Vitality, +7 Will



ARMOUR					
Name	Type	Level	Rarity	Armour Value	Bonuses
Torchar	Head	12	Uncommon	11	+4 Might
Torfi's Boots	Feet	22	Uncommon	38	+17 Max Power
Torphadanir	Legs	50	Uncommon	243	+14 Might, +14 Vitality, +5 Fate, +2 Morale Regeneration in Combat
Torthol	Head	15	Rare	23	+4 Might, +4 Agility
Tough Chainmail Jacket	Chest	27	Uncommon	157	2% Wound Resistance
Tough Chainmail Jacket	Chest	29	Uncommon	169	2% Wound Resistance
Tough Chainmail Jacket	Chest	44	Uncommon	257	2% Wound Resistance, +12 Fate
Tough Cloth Armour	Chest	7	Uncommon	22	+6 Max Power
Tough Cloth Gloves	Hands	7	Uncommon	11	+2 Vitality
Tough Cloth Hat	Head	7	Uncommon	7	+2 Agility
Tough Cloth Leggings	Legs	7	Uncommon	18	+2 Fate
Tough Cloth Shoes	Feet	7	Uncommon	8	+2 Agility
Tough Cloth Shoulder Guards	Shoulders	7	Uncommon	7	+6 Max Power
Tough Cloth Vest	Chest	47	Uncommon	144	3% Wound Resistance
Tough Dwarf Cloth Shoulder Pads	Shoulders	34	Uncommon	32	2% Wound Resistance
Tough Dwarf Cloth Shoulder Pads	Shoulders	37	Uncommon	34	2% Wound Resistance
Tough Dwarf Cloth Shoulder Pads	Shoulders	40	Uncommon	37	2% Wound Resistance
Tough Dwarf Leather Jacket	Chest	35	Uncommon	152	3% Wound Resistance
Tough Dwarf Leather Jacket	Chest	45	Uncommon	196	3% Wound Resistance
Tough Dwarf Leather Jacket	Chest	48	Uncommon	208	3% Wound Resistance, +13 Fate
Tough Dwarf Leather Jacket	Chest	49	Uncommon	213	3% Wound Resistance, +13 Might
Tough Dwarf Leather Jacket	Chest	50	Uncommon	217	3% Wound Resistance
Tough Dwarf Leather Shirt	Chest	38	Uncommon	165	3% Wound Resistance
Tough Dwarf Leather Shirt	Chest	48	Uncommon	208	3% Wound Resistance
Tough Dwarf Leather Shirt	Chest	49	Uncommon	213	3% Wound Resistance
Tough Dwarf Padded Shirt	Chest	35	Uncommon	108	3% Wound Resistance
Tough Dwarf Padded Shirt	Chest	50	Uncommon	154	3% Wound Resistance, +36 Max Power
Tough Dwarf Padded Vest	Chest	47	Uncommon	144	3% Wound Resistance, +13 Will
Tough Dwarf Quilted Shirt	Chest	41	Uncommon	125	3% Wound Resistance
Tough Dwarf Quilted Shirt	Chest	50	Uncommon	154	3% Wound Resistance, +14 Might
Tough Dwarf Steel Breastplate	Chest	29	Uncommon	169	2% Wound Resistance
Tough Dwarf Steel Breastplate	Chest	35	Uncommon	204	3% Wound Resistance
Tough Dwarf Steel Breastplate	Chest	38	Uncommon	222	2% Wound Resistance
Tough Dwarf Steel Jacket	Chest	32	Uncommon	187	2% Wound Resistance
Tough Dwarf Steel Jacket	Chest	35	Uncommon	204	2% Wound Resistance
Tough Elven Cloth Shoulder Pads	Shoulders	34	Uncommon	32	2% Wound Resistance
Tough Elven Cloth Shoulder Pads	Shoulders	40	Uncommon	37	2% Wound Resistance
Tough Elven Cloth Shoulder Pads	Shoulders	43	Uncommon	40	2% Wound Resistance
Tough Elven Cloth Shoulder Pads	Shoulders	50	Uncommon	46	2% Wound Resistance
Tough Elven Leather Jacket	Chest	35	Uncommon	152	3% Wound Resistance
Tough Elven Leather Jacket	Chest	49	Uncommon	213	3% Wound Resistance
Tough Elven Leather Shirt	Chest	45	Uncommon	196	3% Wound Resistance
Tough Elven Leather Shirt	Chest	49	Uncommon	213	3% Wound Resistance
Tough Elven Padded Shirt	Chest	50	Uncommon	154	3% Wound Resistance, +30 Will
Tough Elven Padded Vest	Chest	44	Uncommon	135	3% Wound Resistance
Tough Elven Quilted Shirt	Chest	38	Uncommon	116	3% Wound Resistance
Tough Elven Quilted Shirt	Chest	41	Uncommon	125	3% Wound Resistance, +11 Agility
Tough Elven Steel Jacket	Chest	50	Uncommon	292	2% Wound Resistance, +14 Might
Tough Elven Steel Jacket	Chest	50	Uncommon	292	3% Wound Resistance
Tough Elven Steel Jacket	Chest	50	Uncommon	359	3% Wound Resistance
Tough-hide	Shoulders	50	Rare	57	+30 Might, +51 Max Power
Tough Leather Armour	Chest	19	Uncommon	82	+5 Might
Tough Leather Boots	Feet	19	Uncommon	33	+5 Agility
Tough Leather Gloves	Hands	19	Uncommon	42	1% Healing Bonus
Tough Leather Helm	Head	19	Uncommon	25	+5 Agility
Tough Leather Jacket	Chest	27	Uncommon	117	2% Wound Resistance
Tough Leather Jacket	Chest	45	Uncommon	196	3% Wound Resistance

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Tough Leather Jacket	Chest	48	Uncommon	208	3% Wound Resistance
Tough Leather Jacket	Chest	49	Uncommon	213	3% Wound Resistance
Tough Leather Leggings	Legs	19	Uncommon	69	+5 Agility
Tough Leather Shirt	Chest	18	Uncommon	79	2% Wound Resistance
Tough Leather Shirt	Chest	24	Uncommon	105	2% Wound Resistance
Tough Leather Shirt	Chest	42	Uncommon	183	2% Wound Resistance, +12 Fate
Tough Leather Shirt	Chest	50	Uncommon	217	3% Wound Resistance, +14 Vitality
Tough Leather Shoulder Guards	Shoulders	19	Uncommon	25	+14 Max Power
Tough Padded Jacket	Chest	38	Uncommon	116	3% Wound Resistance
Tough Padded Jacket	Chest	50	Uncommon	154	3% Wound Resistance
Tough Padded Vest	Chest	35	Uncommon	108	3% Wound Resistance
Tough Quilted Jacket	Chest	38	Uncommon	116	3% Wound Resistance
Tough Quilted Shirt	Chest	44	Uncommon	135	3% Wound Resistance
Tough Scale Breastplate	Chest	32	Uncommon	187	3% Wound Resistance
Tough Scale Breastplate	Chest	35	Uncommon	204	2% Wound Resistance
Tough Scale Jacket	Chest	44	Uncommon	257	3% Wound Resistance
Tough Skirmisher's Armour	Chest	34	Rare	70	+25 Max Power
Tough Skirmisher's Boots	Feet	34	Rare	28	+9 Agility
Tough Skirmisher's Gloves	Hands	34	Rare	35	+24 Max Morale
Tough Skirmisher's Helm	Head	34	Rare	21	+9 Might
Tough Skirmisher's Leggings	Legs	34	Rare	58	+9 Agility
Tough Skirmisher's Shoulder Guards	Shoulders	34	Rare	21	+9 Agility
Tough Westernesse Cloth Shoulder Pads	Shoulders	45	Uncommon	42	2% Wound Resistance
Tough Westernesse Cloth Shoulder Pads	Shoulders	49	Uncommon	45	2% Wound Resistance, +13 Vitality
Tough Westernesse Leather Jacket	Chest	45	Uncommon	196	3% Wound Resistance, +33 Max Power
Tough Westernesse Leather Shoulder Guards	Shoulders	47	Uncommon	61	2% Wound Resistance, +13 Might
Tough Westernesse Leather Shoulder Guards	Shoulders	50	Uncommon	65	2% Wound Resistance
Tough Westernesse Leather Shoulder Pads	Shoulders	47	Uncommon	61	2% Wound Resistance, +13 Vitality
Tough Westernesse Padded Shirt	Chest	47	Uncommon	144	3% Wound Resistance, +34 Max Power
Tough Westernesse Quilted Vest	Chest	45	Uncommon	139	3% Wound Resistance
Tough Westernesse Steel Jacket	Chest	47	Uncommon	274	2% Wound Resistance, +34 Max Power
Tracker's Trousers	Legs	42	Rare	183	+26 Agility, +5 Fate, +31 Max Power, +1.2 Morale Regeneration in Combat
Trampers	Feet	49	Rare	72	+29 Agility, +35 Max Power
Trampers	Legs	49	Rare	151	+29 Agility, +35 Max Power, +13 Might
Traveler's Armour	Chest	30	Uncommon	92	+8 Will
Traveler's Cap	Head	30	Uncommon	27	+8 Will
Traveler's Gloves	Hands	30	Uncommon	46	1% Healing Bonus
Traveler's Leggings	Legs	30	Uncommon	77	+8 Agility
Traveler's Shoes	Feet	30	Uncommon	37	+8 Vitality
Traveler's Shoulder Guards	Shoulders	30	Uncommon	27	+8 Fate
Traveling Robe	Chest	3	Common	7	—
Treated Chainmail Boots	Feet	30	Uncommon	70	3% Disease Resistance
Treated Chainmail Boots	Feet	39	Uncommon	91	3% Disease Resistance
Treated Chainmail Boots	Feet	42	Uncommon	98	3% Disease Resistance
Treated Chainmail Boots	Feet	45	Uncommon	105	3% Disease Resistance
Treated Chainmail Shoes	Feet	30	Uncommon	70	3% Disease Resistance
Treated Chainmail Shoes	Feet	42	Uncommon	98	3% Disease Resistance
Treated Chainmail Shoes	Feet	45	Uncommon	105	3% Disease Resistance, +33 Max Power
Treated Chainmail Shoes	Feet	48	Uncommon	112	3% Disease Resistance
Treated Dwarf Leather Boots	Feet	33	Uncommon	57	3% Disease Resistance
Treated Dwarf Leather Boots	Feet	39	Uncommon	68	3% Disease Resistance
Treated Dwarf Leather Boots	Feet	46	Uncommon	80	3% Disease Resistance
Treated Dwarf Leather Shoes	Feet	36	Uncommon	63	3% Disease Resistance
Treated Dwarf Leather Shoes	Feet	43	Uncommon	75	3% Disease Resistance
Treated Dwarf Leather Shoes	Feet	50	Uncommon	86	3% Disease Resistance
Treated Dwarf Leather Shoes	Feet	50	Uncommon	86	3% Disease Resistance, +14 Might
Treated Dwarf Steel Boots	Feet	39	Uncommon	91	3% Disease Resistance



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Treated Dwarf Steel Boots	Feet	45	Uncommon	105	3% Disease Resistance
Treated Dwarf Steel Shoes	Feet	45	Uncommon	105	3% Disease Resistance, +12 Might
Treated Dwarf Steel Shoes	Feet	48	Uncommon	112	3% Disease Resistance
Treated Elven Leather Boots	Feet	39	Uncommon	68	3% Disease Resistance
Treated Elven Leather Boots	Feet	46	Uncommon	80	3% Disease Resistance
Treated Elven Leather Shoes	Feet	36	Uncommon	63	3% Disease Resistance
Treated Elven Leather Shoes	Feet	43	Uncommon	75	3% Disease Resistance
Treated Elven Leather Shoes	Feet	50	Uncommon	86	3% Disease Resistance
Treated Elven Padded Shoes	Feet	39	Uncommon	48	3% Disease Resistance
Treated Elven Padded Shoes	Feet	45	Uncommon	56	3% Disease Resistance
Treated Elven Padded Shoes	Feet	48	Uncommon	59	3% Disease Resistance
Treated Elven Padded Shoes	Feet	50	Uncommon	61	3% Disease Resistance, +14 Will
Treated Elven Steel Boots	Feet	36	Uncommon	84	3% Disease Resistance
Treated Elven Steel Boots	Feet	45	Uncommon	105	3% Disease Resistance
Treated Elven Steel Boots	Feet	50	Uncommon	144	3% Disease Resistance
Treated Elven Steel Shoes	Feet	33	Uncommon	77	3% Disease Resistance
Treated Elven Steel Shoes	Feet	45	Uncommon	105	3% Disease Resistance
Treated Elven Steel Shoes	Feet	49	Uncommon	114	3% Disease Resistance
Treated Leather Boots	Feet	20	Uncommon	35	3% Disease Resistance
Treated Leather Boots	Feet	33	Uncommon	57	3% Disease Resistance
Treated Leather Boots	Feet	39	Uncommon	68	3% Disease Resistance
Treated Leather Boots	Feet	50	Uncommon	86	3% Disease Resistance, +14 Fate
Treated Leather Shoes	Feet	17	Uncommon	30	3% Disease Resistance
Treated Leather Shoes	Feet	36	Uncommon	63	3% Disease Resistance
Treated Leather Shoes	Feet	46	Uncommon	80	3% Disease Resistance
Treated Leather Shoes	Feet	50	Uncommon	86	3% Disease Resistance
Treated Scale Boots	Feet	28	Uncommon	65	3% Disease Resistance
Treated Scale Shoes	Feet	48	Uncommon	112	3% Disease Resistance
Treated Westernesse Leather Boots	Feet	50	Uncommon	86	3% Disease Resistance, +14 Will
Treated Westernesse Leather Shoes	Feet	46	Uncommon	80	3% Disease Resistance
Treated Westernesse Padded Shoes	Feet	45	Uncommon	56	3% Disease Resistance
Treated Westernesse Padded Shoes	Feet	50	Uncommon	75	3% Disease Resistance, +14 Fate
Treated Westernesse Steel Boots	Feet	48	Uncommon	112	3% Disease Resistance
Treated Westernesse Steel Boots	Feet	50	Uncommon	144	3% Disease Resistance
Treated Westernesse Steel Shoes	Feet	50	Uncommon	117	3% Disease Resistance
Trotter's Leggings	Legs	25	Uncommon	90	+7 Will
Trousers of the Underhills	Legs	10	Common	29	—
Tuannadir	Chest	45	Rare	316	+27 Might, +46 Max Power, 3% Wound Resistance
Tugharn	Head	36	Rare	76	+21 Agility, +9 Might
Tuokki's Shoulder Guards	Shoulders	42	Uncommon	73	+5 Agility, +12 Vitality, +26 Fate
Turanc	Shoulders	20	Uncommon	27	+5 Might
Turchaim	Hands	50	Rare	176	+14 Vitality, +14 Fate, +1 Morale Regeneration in Combat
Turcham	Chest	41	Rare	151	+11 Will, 3% Wound Resistance
Turnbrand	Chest	35	Rare	183	—
Turphadanir	Legs	32	Rare	140	+90 Morale Regeneration in Combat, +24 Max Power
Turvaib	Clothing	39	Incomparable	113	+11 Might, +11 Vitality, +4 Agility
Uibyr	Hands	50	Rare	176	+30 Agility
Ulfar's Helmet	Head	8	Uncommon	11	+3 Vitality
Ulfar's Leather Leggings	Legs	8	Uncommon	29	+3 Agility
Ulfar's Robe	Chest	8	Uncommon	25	+3 Vitality
Ulfar's Shoulder Guards	Shoulders	8	Uncommon	7	+3 Will
Uluithiad	Legs	50	Rare	218	+30 Will, +14 Might, +14 Vitality
Uzorr's Foe	Back	19	Uncommon	35	+5 Fate
Uzorr's Vanquisher	Chest	19	Uncommon	82	+5 Agility
Victor's Shirt	Clothing	40	Rare	148	+24 Vitality, +11 Will
Vinesman's Cap	Head	40	Rare	44	+40 Max Morale, +24 Will
Vorth-herthar	Clothing	40	Rare	63	+11 Will, +40 Max Morale

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Vorth-klath	Clothing	40	Rare	281	+11 Vitality, +11 Will, 3% Wound Resistance
Vorth-leggar	Legs	28	Uncommon	136	3% Poison Resistance
Vorth-mundar	Hands	13	Common	16	—
War-captain's Boots	Feet	50	Incomparable	156	+30 Agility, +30 Vitality, +14 Might
War-captain's Breastplate	Chest	50	Incomparable	390	+51 Max Power, +30 Might, +14 Agility
War-captain's Gloves	Hands	50	Incomparable	195	+1 Morale Regeneration in Combat, 2% Healing Bonus, +14 Agility
War-captain's Helm	Head	50	Incomparable	117	3% Fear Resistance, +30 Will, +14 Vitality
War-captain's Leggings	Legs	50	Incomparable	325	+30 Agility, +51 Max Power, +14 Might
War-captain's Shoulders	Shoulders	50	Incomparable	117	+51 Max Power, +30 Might, +14 Will
War-dancer	Legs	25	Rare	109	+7 Might
Warg Hide Helm	Head	31	Uncommon	41	+8 Agility, 3% Fear Resistance
War Helm	Head	15	Common	21	—
War Helm	Head	17	Common	24	—
War Helm	Head	20	Common	28	—
War Helm	Head	23	Common	32	—
War Helm	Head	26	Common	36	—
War Helm	Head	29	Common	41	—
War Helm	Head	32	Common	45	—
War Helm	Head	35	Common	49	—
War Helm	Head	38	Common	53	—
War Helm	Head	41	Common	57	—
War Helm	Head	44	Common	62	—
War Helm	Head	47	Common	66	—
Warrior's Jacket	Clothing	38	Incomparable	221	+10 Vitality, +10 Will
Wary Farer	Head	48	Rare	54	+48 Max Morale, +29 Vitality
Watcher's Leggings	Legs	16	Uncommon	42	+5 Agility
Wayfarer's Cloak	Back	10	Uncommon	18	+2 Morale Regeneration out of Combat
Wayfarer's Hat	Head	2	Common	2	—
Wayfarer's Hat	Head	5	Common	4	—
Wayfarer's Hat	Head	8	Common	6	—
Wayfarer's Hat	Head	11	Common	8	—
Wayfarer's Hat	Head	15	Common	11	—
Wayfarer's Hat	Head	17	Common	13	—
Wayfarer's Hat	Head	20	Common	14	—
Wayfarer's Hat	Head	23	Common	17	—
Wayfarer's Hat	Head	26	Common	19	—
Wayfarer's Hat	Head	29	Common	22	—
Wayfarer's Hat	Head	32	Common	23	—
Wayfarer's Hat	Head	35	Common	26	—
Wayfarer's Hat	Head	38	Common	28	—
Wayfarer's Hat	Head	41	Common	30	—
Wayfarer's Hat	Head	44	Common	33	—
Wayfarer's Hat	Head	47	Common	34	—
Wayfarer's Hat of Determination	Head	25	Uncommon	23	+7 Will
Wayfarer's Mantle	Back	48	Rare	106	+29 Might, +34 Max Morale
Weatherbeaten Hat	Head	2	Common	2	—
Weatherbeaten Hat	Head	5	Common	4	—
Weatherbeaten Hat	Head	8	Common	6	—
Weatherbeaten Hat	Head	11	Common	8	—
Weatherbeaten Hat	Head	15	Common	11	—
Weatherbeaten Hat	Head	17	Common	13	—
Weatherbeaten Hat	Head	20	Common	14	—
Weatherbeaten Hat	Head	23	Common	17	—
Weatherbeaten Hat	Head	26	Common	19	—
Weatherbeaten Hat	Head	29	Common	22	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Weatherbeaten Hat	Head	32	Common	23	—
Weatherbeaten Hat	Head	35	Common	26	—
Weatherbeaten Hat	Head	38	Common	28	—
Weatherbeaten Hat	Head	41	Common	30	—
Weatherbeaten Hat	Head	44	Common	33	—
Weatherbeaten Hat	Head	47	Common	34	—
Weather-crest Gloves	Hands	18	Uncommon	34	+5 Fate
Weather-crest Leggings	Legs	19	Uncommon	69	+5 Agility
Well-Crafted Armour	Chest	21	Rare	148	+14 Might
Well-Crafted Boots	Feet	21	Rare	59	+14 Vitality
Well-Crafted Gloves	Hands	21	Rare	74	2% Healing Bonus
Well-Crafted Helm	Head	21	Rare	44	+6 Might, +6 Will
Well-Crafted Leggings	Legs	21	Rare	123	+6 Vitality, +6 Might
Well-Crafted Shoulder Guards	Shoulders	21	Rare	44	+22 Max Power
Wendingway's Shoulder Pads	Shoulders	8	Common	9	—
Westernesse Armour	Chest	38	Uncommon	222	+10 Might
Westernesse Boots	Feet	38	Uncommon	89	+28 Max Power
Westernesse Cloth Gloves	Hands	47	Common	57	—
Westernesse Cloth Gloves	Hands	50	Common	62	—
Westernesse Cloth Gloves of Fate	Hands	49	Uncommon	76	+13 Fate
Westernesse Cloth Gloves of Fate	Hands	50	Uncommon	77	+14 Fate
Westernesse Cloth Gloves of Might	Hands	48	Uncommon	73	+13 Might
Westernesse Cloth Guards	Shoulders	47	Common	34	—
Westernesse Cloth Guards	Shoulders	50	Common	37	—
Westernesse Cloth Jacket	Chest	47	Common	115	—
Westernesse Cloth Jacket	Chest	50	Common	123	—
Westernesse Cloth Jacket	Chest	50	Uncommon	154	—
Westernesse Cloth Jacket of Fate	Chest	47	Uncommon	144	+13 Fate
Westernesse Cloth Jacket of Fate	Chest	47	Uncommon	144	+13 Fate, +13 Will
Westernesse Cloth Leggings	Legs	47	Common	96	—
Westernesse Cloth Leggings	Legs	50	Common	102	—
Westernesse Cloth Leggings of Determination	Legs	50	Uncommon	128	+14 Will
Westernesse Cloth Shirt	Chest	47	Common	115	—
Westernesse Cloth Shirt	Chest	50	Common	123	—
Westernesse Cloth Shoes	Feet	47	Common	46	—
Westernesse Cloth Shoes	Feet	50	Common	49	—
Westernesse Cloth Shoes of Fleetness	Feet	48	Uncommon	59	+13 Agility
Westernesse Cloth Shoes of Vigour	Feet	45	Uncommon	56	+12 Vitality
Westernesse Cloth Shoulder Pads of Fate	Shoulders	45	Uncommon	42	+27 Fate
Westernesse Cloth Shoulder Pads of Fate	Shoulders	46	Uncommon	42	+12 Fate
Westernesse Cloth Shoulder Pads of Fate	Shoulders	46	Uncommon	42	+27 Fate
Westernesse Cloth Shoulder Pads of Fleetness	Shoulders	45	Uncommon	42	+12 Agility
Westernesse Cloth Shoulder Pads of Vigour	Shoulders	45	Uncommon	42	+12 Vitality, +12 Will
Westernesse Cloth Vest	Chest	47	Common	115	—
Westernesse Cloth Vest	Chest	50	Common	123	—
Westernesse Cloth Vest of Determination	Chest	47	Uncommon	144	+13 Will
Westernesse Cloth Vest of Determination	Chest	50	Uncommon	154	+14 Will
Westernesse Cloth Vest of Might	Chest	47	Uncommon	144	+13 Might
Westernesse Domed Helm	Head	47	Common	34	—
Westernesse Domed Helm	Head	50	Common	37	—
Westernesse Domed Helm of Fleetness	Head	49	Uncommon	45	+13 Agility
Westernesse Domed Helm of Fleetness	Head	50	Uncommon	46	+14 Agility
Westernesse Domed Helm of Vigour	Head	46	Uncommon	42	+12 Vitality
Westernesse Feathered Helm	Head	47	Common	49	—
Westernesse Feathered Helm	Head	50	Common	52	—
Westernesse Feathered Helm of Fleetness	Head	47	Uncommon	61	+13 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Westernesse Gloves	Hands	38	Uncommon	111	1% Healing Bonus
Westernesse Helm	Head	38	Uncommon	66	+27 Max Morale
Westernesse Leather Boots	Feet	47	Common	65	—
Westernesse Leather Boots	Feet	50	Common	69	—
Westernesse Leather Boots of Fate	Feet	46	Uncommon	80	+12 Fate
Westernesse Leather Boots of Fleetness	Feet	46	Uncommon	80	+12 Agility
Westernesse Leather Boots of Fleetness	Feet	46	Uncommon	80	+12 Agility, +12 Will
Westernesse Leather Boots of Might	Feet	46	Uncommon	80	+12 Might, +12 Agility
Westernesse Leather Boots of Might	Feet	50	Uncommon	86	+14 Might
Westernesse Leather Boots of Might	Feet	50	Uncommon	86	+14 Might, +14 Agility
Westernesse Leather Boots of Vigour	Feet	50	Uncommon	86	+30 Vitality
Westernesse Leather Gauntlets	Hands	47	Common	82	—
Westernesse Leather Gauntlets	Hands	50	Common	87	—
Westernesse Leather Gauntlets of Courage	Hands	46	Uncommon	100	+.64 Morale Regeneration in Combat
Westernesse Leather Gauntlets of Courage	Hands	46	Uncommon	100	+.92 Morale Regeneration in Combat
Westernesse Leather Gauntlets of Fleetness	Hands	46	Uncommon	100	+27 Agility
Westernesse Leather Gauntlets of Might	Hands	50	Uncommon	109	+30 Might
Westernesse Leather Gauntlets of Might	Hands	50	Uncommon	109	+30 Might, +14 Vitality
Westernesse Leather Gloves	Hands	47	Common	82	—
Westernesse Leather Gloves	Hands	50	Common	87	—
Westernesse Leather Gloves of Courage	Hands	50	Uncommon	109	+1 Morale Regeneration in Combat
Westernesse Leather Gloves of Fate	Hands	46	Uncommon	100	+12 Fate
Westernesse Leather Gloves of Fleetness	Hands	46	Uncommon	100	+27 Agility, +33 Max Morale
Westernesse Leather Gloves of Fleetness	Hands	50	Uncommon	109	+30 Agility
Westernesse Leather Gloves of Might	Hands	46	Uncommon	100	+27 Might
Westernesse Leather Gloves of Might	Hands	50	Uncommon	109	+14 Might
Westernesse Leather Gloves of Rallying	Hands	46	Uncommon	100	1% Healing Bonus
Westernesse Leather Gloves of Rallying	Hands	50	Uncommon	109	2% Healing Bonus
Westernesse Leather Jacket	Chest	47	Common	163	—
Westernesse Leather Jacket	Chest	50	Common	174	—
Westernesse Leather Jacket of Determination	Chest	48	Uncommon	208	+13 Will
Westernesse Leather Jacket of Determination	Chest	49	Uncommon	213	+13 Will
Westernesse Leather Jacket of Determination	Chest	50	Uncommon	217	+14 Will
Westernesse Leather Jacket of Fate	Chest	48	Uncommon	208	+13 Fate
Westernesse Leather Jacket of Fate	Chest	49	Uncommon	213	+13 Fate, +13 Will
Westernesse Leather Jacket of Fate	Chest	50	Uncommon	217	+14 Fate
Westernesse Leather Jacket of Might	Chest	45	Uncommon	196	+12 Might
Westernesse Leather Jacket of Might	Chest	49	Uncommon	213	+29 Might
Westernesse Leather Jacket of Vigour	Chest	45	Uncommon	196	+12 Vitality
Westernesse Leather Jacket of Vigour	Chest	45	Uncommon	196	+27 Vitality
Westernesse Leather Jacket of Vigour	Chest	48	Uncommon	208	+29 Vitality, +13 Agility
Westernesse Leather Jacket of Vigour	Chest	49	Uncommon	213	+29 Vitality, +13 Fate
Westernesse Leather Leggings	Legs	47	Common	136	—
Westernesse Leather Leggings	Legs	50	Common	145	—
Westernesse Leather Leggings of Courage	Legs	48	Uncommon	174	+1.9 Morale Regeneration in Combat
Westernesse Leather Leggings of Determination	Legs	48	Uncommon	174	+29 Will
Westernesse Leather Leggings of Determination	Legs	49	Uncommon	177	+29 Will, +13 Fate
Westernesse Leather Leggings of Fate	Legs	45	Uncommon	163	+12 Fate, +12 Vitality
Westernesse Leather Leggings of Fleetness	Legs	45	Uncommon	163	+12 Agility
Westernesse Leather Leggings of Fleetness	Legs	48	Uncommon	174	+29 Agility
Westernesse Leather Leggings of Fleetness	Legs	48	Uncommon	174	+29 Agility, +13 Might
Westernesse Leather Leggings of Fleetness	Legs	50	Uncommon	181	+30 Agility
Westernesse Leather Leggings of Might	Legs	48	Uncommon	174	+13 Might, +13 Will
Westernesse Leather Leggings of Might	Legs	49	Uncommon	177	+13 Might, +13 Agility
Westernesse Leather Leggings of Might	Legs	50	Uncommon	181	+14 Might
Westernesse Leather Leggings of Might	Legs	50	Uncommon	181	+14 Might, +14 Vitality



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Westernesse Leather Leggings of Vigour	Legs	49	Uncommon	177	+13 Vitality
Westernesse Leather Leggings of Vigour	Legs	50	Uncommon	181	+14 Vitality, +14 Fate
Westernesse Leather Shirt	Chest	47	Common	163	—
Westernesse Leather Shirt	Chest	50	Common	174	—
Westernesse Leather Shirt of Determination	Chest	45	Uncommon	196	+12 Will
Westernesse Leather Shirt of Determination	Chest	48	Uncommon	208	+13 Will
Westernesse Leather Shirt of Determination	Chest	49	Uncommon	213	+13 Will, +35 Max Power
Westernesse Leather Shirt of Fate	Chest	50	Uncommon	217	+14 Fate
Westernesse Leather Shirt of Fleetness	Chest	48	Uncommon	208	+13 Agility, +13 Fate
Westernesse Leather Shirt of Might	Chest	49	Uncommon	213	+29 Might
Westernesse Leather Shirt of Might	Chest	50	Uncommon	217	+30 Might, +36 Max Power
Westernesse Leather Shirt of Vigour	Chest	45	Uncommon	196	+27 Vitality
Westernesse Leather Shirt of Vigour	Chest	45	Uncommon	196	+27 Vitality, +33 Max Power
Westernesse Leather Shirt of Vigour	Chest	48	Uncommon	208	+13 Vitality
Westernesse Leather Shirt of Vigour	Chest	48	Uncommon	208	+29 Vitality, +13 Will
Westernesse Leather Shirt of Vigour	Chest	49	Uncommon	213	+29 Vitality
Westernesse Leather Shoes	Feet	47	Common	65	—
Westernesse Leather Shoes	Feet	50	Common	69	—
Westernesse Leather Shoes of Determination	Feet	43	Uncommon	75	+12 Will, +12 Might
Westernesse Leather Shoes of Fate	Feet	50	Uncommon	86	+14 Fate, +14 Agility
Westernesse Leather Shoes of Fleetness	Feet	46	Uncommon	80	+12 Agility
Westernesse Leather Shoes of Fleetness	Feet	46	Uncommon	80	+12 Agility, +12 Will
Westernesse Leather Shoes of Fleetness	Feet	50	Uncommon	86	+30 Agility
Westernesse Leather Shoes of Might	Feet	50	Uncommon	86	+14 Might
Westernesse Leather Shoes of Vigour	Feet	46	Uncommon	80	+27 Vitality
Westernesse Leather Shoes of Vigour	Feet	50	Uncommon	86	+30 Vitality
Westernesse Leather Shoulder Guards	Shoulders	47	Common	49	—
Westernesse Leather Shoulder Guards	Shoulders	50	Common	52	—
Westernesse Leather Shoulder Guards of Fate	Shoulders	45	Uncommon	58	+27 Fate
Westernesse Leather Shoulder Guards of Fate	Shoulders	45	Uncommon	58	+27 Fate, +12 Might
Westernesse Leather Shoulder Guards of Fate	Shoulders	47	Uncommon	61	+29 Fate
Westernesse Leather Shoulder Guards of Fleetness	Shoulders	47	Uncommon	61	+13 Agility
Westernesse Leather Shoulder Guards of Might	Shoulders	47	Uncommon	61	+29 Might
Westernesse Leather Shoulder Guards of Might	Shoulders	50	Uncommon	65	+30 Might, +36 Max Power
Westernesse Leather Shoulder Guards of Vigour	Shoulders	45	Uncommon	58	+12 Vitality, +12 Will
Westernesse Leather Shoulder Guards of Vigour	Shoulders	50	Uncommon	65	+14 Vitality
Westernesse Leather Shoulder Pads	Shoulders	47	Common	49	—
Westernesse Leather Shoulder Pads	Shoulders	50	Common	52	—
Westernesse Leather Shoulder Pads of Determination	Shoulders	50	Uncommon	65	+14 Will, +14 Vitality
Westernesse Leather Shoulder Pads of Fate	Shoulders	45	Uncommon	58	+27 Fate
Westernesse Leather Shoulder Pads of Fate	Shoulders	47	Uncommon	61	+29 Fate
Westernesse Leather Shoulder Pads of Fate	Shoulders	50	Uncommon	65	+30 Fate, +14 Will
Westernesse Leather Shoulder Pads of Fleetness	Shoulders	45	Uncommon	58	+12 Agility
Westernesse Leather Shoulder Pads of Fleetness	Shoulders	45	Uncommon	58	+12 Agility, +12 Might
Westernesse Leather Shoulder Pads of Might	Shoulders	47	Uncommon	61	+13 Might, +13 Will
Westernesse Leather Shoulder Pads of Might	Shoulders	50	Uncommon	65	+14 Might
Westernesse Leather Shoulder Pads of Vigour	Shoulders	47	Uncommon	61	+13 Vitality
Westernesse Leather Shoulder Pads of Vigour	Shoulders	50	Uncommon	65	+14 Vitality
Westernesse Leggings	Legs	38	Uncommon	185	+1.1 Morale Regeneration in Combat
Westernesse Padded Gloves of Courage	Hands	49	Uncommon	76	68.6% Morale Regeneration in Combat
Westernesse Padded Gloves of Determination	Hands	48	Uncommon	73	+13 Will
Westernesse Padded Gloves of Determination	Hands	50	Uncommon	77	+14 Will
Westernesse Padded Gloves of Fate	Hands	48	Uncommon	73	+13 Fate
Westernesse Padded Gloves of Fleetness	Hands	49	Uncommon	76	+29 Agility
Westernesse Padded Gloves of Fleetness	Hands	50	Uncommon	77	+30 Agility, +14 Vitality
Westernesse Padded Gloves of Might	Hands	48	Uncommon	73	+13 Might
Westernesse Padded Gloves of Might	Hands	49	Uncommon	76	+13 Might

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Westnesse Padded Gloves of Rallying	Hands	49	Uncommon	76	1% Healing Bonus
Westnesse Padded Gloves of Rallying	Hands	50	Uncommon	77	2% Healing Bonus
Westnesse Padded Jacket of Determination	Chest	50	Uncommon	154	+14 Will
Westnesse Padded Jacket of Fate	Chest	45	Uncommon	139	+12 Fate
Westnesse Padded Jacket of Fate	Chest	47	Uncommon	144	+13 Fate
Westnesse Padded Jacket of Vigour	Chest	47	Uncommon	144	+29 Vitality
Westnesse Padded Jacket of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Will
Westnesse Padded Shirt of Determination	Chest	45	Uncommon	139	+12 Will, +33 Max Power
Westnesse Padded Shirt of Fate	Chest	47	Uncommon	144	+13 Fate
Westnesse Padded Shirt of Might	Chest	47	Uncommon	144	+13 Might
Westnesse Padded Shirt of Might	Chest	50	Uncommon	154	+14 Might
Westnesse Padded Shirt of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Agility
Westnesse Padded Shoes of Determination	Feet	45	Uncommon	56	+12 Will, +12 Might
Westnesse Padded Shoes of Fate	Feet	49	Uncommon	60	+13 Fate
Westnesse Padded Shoes of Fate	Feet	49	Uncommon	60	+13 Fate, +13 Agility
Westnesse Padded Shoes of Fleetness	Feet	48	Uncommon	59	+13 Agility, +13 Will
Westnesse Padded Shoes of Fleetness	Feet	48	Uncommon	59	+29 Agility
Westnesse Padded Shoes of Fleetness	Feet	50	Uncommon	61	+14 Agility
Westnesse Padded Shoes of Might	Feet	45	Uncommon	56	+12 Might
Westnesse Padded Shoes of Vigour	Feet	45	Uncommon	56	+27 Vitality
Westnesse Padded Shoes of Vigour	Feet	48	Uncommon	59	+29 Vitality
Westnesse Padded Shoes of Vigour	Feet	49	Uncommon	60	+29 Vitality
Westnesse Padded Shoes of Vigour	Feet	50	Uncommon	61	+30 Vitality
Westnesse Padded Vest of Determination	Chest	45	Uncommon	139	+12 Will
Westnesse Padded Vest of Might	Chest	45	Uncommon	139	+27 Might
Westnesse Padded Vest of Vigour	Chest	47	Uncommon	144	+29 Vitality, +34 Max Power
Westnesse Padded Vest of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Will
Westnesse Quilted Jacket of Fate	Chest	47	Uncommon	144	+13 Fate
Westnesse Quilted Jacket of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Fate
Westnesse Quilted Leggings of Determination	Legs	50	Uncommon	128	+30 Will, +14 Fate
Westnesse Quilted Leggings of Fate	Legs	50	Uncommon	128	+14 Fate
Westnesse Quilted Leggings of Vigour	Legs	45	Uncommon	115	+12 Vitality
Westnesse Quilted Shirt of Fleetness	Chest	47	Uncommon	144	+13 Agility, +13 Fate
Westnesse Quilted Shirt of Might	Chest	47	Uncommon	144	+29 Might
Westnesse Quilted Shirt of Might	Chest	50	Uncommon	154	+30 Might, +36 Max Power
Westnesse Quilted Shirt of Vigour	Chest	45	Uncommon	139	+27 Vitality, +12 Will
Westnesse Quilted Shirt of Vigour	Chest	50	Uncommon	154	+30 Vitality
Westnesse Quilted Vest of Vigour	Chest	47	Uncommon	144	+29 Vitality
Westnesse Quilted Vest of Vigour	Chest	50	Uncommon	154	+30 Vitality, +14 Might
Westnesse Robe	Chest	47	Common	115	—
Westnesse Robe	Chest	49	Rare	181	+29 Vitality, +29 Will
Westnesse Robe	Chest	50	Common	123	—
Westnesse Robe	Chest	50	Uncommon	154	—
Westnesse Robe of Vigour	Chest	47	Uncommon	144	+13 Vitality
Westnesse Robe of Vigour	Chest	49	Uncommon	150	+13 Vitality
Westnesse Shoulder Guards	Shoulders	38	Uncommon	66	+10 Vitality
Westnesse Steel Boots	Feet	47	Common	88	—
Westnesse Steel Boots	Feet	50	Common	93	—
Westnesse Steel Boots of Determination	Feet	45	Uncommon	105	+12 Will
Westnesse Steel Boots of Fate	Feet	49	Uncommon	114	+13 Fate, +13 Vitality
Westnesse Steel Boots of Fleetness	Feet	45	Uncommon	105	+12 Agility
Westnesse Steel Boots of Fleetness	Feet	45	Uncommon	105	+12 Agility, +12 Might
Westnesse Steel Boots of Fleetness	Feet	45	Uncommon	105	+27 Agility
Westnesse Steel Boots of Fleetness	Feet	49	Uncommon	114	+13 Agility
Westnesse Steel Boots of Might	Feet	45	Uncommon	105	+12 Might, +33 Max Power
Westnesse Steel Boots of Might	Feet	50	Uncommon	117	+14 Might
Westnesse Steel Boots of Vigour	Feet	49	Uncommon	114	+13 Vitality, +50 Max Power



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Westernesse Steel Breastplate	Chest	47	Common	219	—
Westernesse Steel Breastplate	Chest	47	Uncommon	274	—
Westernesse Steel Breastplate	Chest	50	Common	233	—
Westernesse Steel Breastplate of Determination	Chest	50	Uncommon	292	+30 Will
Westernesse Steel Breastplate of Fate	Chest	47	Uncommon	274	+13 Fate, +34 Max Power
Westernesse Steel Breastplate of Might	Chest	45	Uncommon	262	+12 Might, +12 Vitality
Westernesse Steel Breastplate of Might	Chest	45	Uncommon	262	+27 Might
Westernesse Steel Breastplate of Vigour	Chest	45	Uncommon	262	+12 Vitality, +33 Max Power
Westernesse Steel Breastplate of Vigour	Chest	50	Uncommon	292	+14 Vitality, +14 Will
Westernesse Steel Gauntlets	Hands	47	Common	110	—
Westernesse Steel Gauntlets	Hands	50	Common	117	—
Westernesse Steel Gauntlets of Fleetness	Hands	45	Uncommon	131	+12 Agility
Westernesse Steel Gauntlets of Fleetness	Hands	45	Uncommon	131	+12 Agility, +12 Will
Westernesse Steel Gauntlets of Fleetness	Hands	50	Uncommon	146	+70 Morale Regeneration in Combat, +14 Agility
Westernesse Steel Gauntlets of Might	Hands	45	Uncommon	131	+27 Might
Westernesse Steel Gauntlets of Might	Hands	49	Uncommon	143	+13 Might, +13 Vitality
Westernesse Steel Gauntlets of Might	Hands	49	Uncommon	143	+29 Might
Westernesse Steel Gauntlets of Vigour	Hands	45	Uncommon	131	+12 Vitality
Westernesse Steel Gloves	Hands	47	Common	110	—
Westernesse Steel Gloves	Hands	50	Common	117	—
Westernesse Steel Gloves of Courage	Hands	45	Uncommon	131	+63 Morale Regeneration in Combat
Westernesse Steel Gloves of Courage	Hands	49	Uncommon	143	+69 Morale Regeneration in Combat
Westernesse Steel Gloves of Courage	Hands	50	Uncommon	146	+70 Morale Regeneration in Combat, +14 Might
Westernesse Steel Gloves of Fate	Hands	45	Uncommon	131	+12 Fate, +12 Might
Westernesse Steel Gloves of Fleetness	Hands	49	Uncommon	143	+13 Agility
Westernesse Steel Gloves of Fleetness	Hands	50	Uncommon	146	+14 Agility
Westernesse Steel Gloves of Might	Hands	49	Uncommon	143	+13 Might
Westernesse Steel Gloves of Might	Hands	50	Uncommon	146	+30 Might
Westernesse Steel Gloves of Rallying	Hands	49	Uncommon	143	2% Healing Bonus
Westernesse Steel Jacket	Chest	47	Common	219	—
Westernesse Steel Jacket	Chest	50	Common	233	—
Westernesse Steel Jacket of Determination	Chest	47	Uncommon	274	+13 Will
Westernesse Steel Jacket of Determination	Chest	50	Uncommon	292	+14 Will, +14 Might
Westernesse Steel Jacket of Determination	Chest	50	Uncommon	292	+30 Will
Westernesse Steel Jacket of Fate	Chest	50	Uncommon	292	+14 Fate, +14 Might
Westernesse Steel Jacket of Might	Chest	45	Uncommon	262	+12 Might, +12 Vitality
Westernesse Steel Jacket of Might	Chest	45	Uncommon	262	+27 Might
Westernesse Steel Jacket of Might	Chest	45	Uncommon	262	+27 Might, +12 Vitality
Westernesse Steel Jacket of Vigour	Chest	47	Uncommon	274	+13 Vitality, +13 Fate
Westernesse Steel Jacket of Might	Chest	47	Uncommon	274	+29 Might
Westernesse Steel Jacket of Vigour	Chest	47	Uncommon	274	+13 Vitality, 2% Wound Resistance
Westernesse Steel Jacket of Vigour	Chest	50	Uncommon	292	+14 Vitality
Westernesse Steel Leggings	Legs	47	Common	183	—
Westernesse Steel Leggings	Legs	50	Common	194	—
Westernesse Steel Leggings of Courage	Legs	50	Uncommon	243	+2 Morale Regeneration in Combat
Westernesse Steel Leggings of Determination	Legs	50	Uncommon	243	+30 Will
Westernesse Steel Leggings of Fleetness	Legs	45	Uncommon	219	+27 Agility
Westernesse Steel Leggings of Fleetness	Legs	50	Uncommon	243	+30 Agility
Westernesse Steel Leggings of Vigour	Legs	45	Uncommon	219	+12 Vitality, +12 Might
Westernesse Steel Shoes	Feet	47	Common	88	—
Westernesse Steel Shoes	Feet	50	Common	93	—
Westernesse Steel Shoes of Determination	Feet	50	Uncommon	117	+14 Will
Westernesse Steel Shoes of Fate	Feet	45	Uncommon	105	+12 Fate, +33 Max Power
Westernesse Steel Shoes of Fate	Feet	49	Uncommon	114	+13 Fate
Westernesse Steel Shoes of Fleetness	Feet	45	Uncommon	105	+12 Agility
Westernesse Steel Shoes of Fleetness	Feet	45	Uncommon	105	+27 Agility

Equipment & Enchanted Items



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Westernes Steel Shoes of Fleetness	Feet	49	Uncommon	114	+13 Agility, +13 Will
Westernes Steel Shoes of Fleetness	Feet	49	Uncommon	114	+29 Agility
Westernes Steel Shoes of Might	Feet	49	Uncommon	114	+13 Might
Westernes Steel Shoes of Might	Feet	50	Uncommon	117	+14 Might, +14 Will
Westernes Steel Shoes of Vigour	Feet	45	Uncommon	105	+27 Vitality
Westernes Steel Shoes of Vigour	Feet	49	Uncommon	114	+29 Vitality, +13 Fate
Westernes Steel Shoulder Guards	Shoulders	47	Common	66	—
Westernes Steel Shoulder Guards	Shoulders	50	Common	70	—
Westernes Steel Shoulder Guards of Determination	Shoulders	50	Uncommon	87	+14 Will, +14 Vitality
Westernes Steel Shoulder Guards of Fate	Shoulders	46	Uncommon	80	+27 Fate
Westernes Steel Shoulder Guards of Fate	Shoulders	49	Uncommon	86	+29 Fate
Westernes Steel Shoulder Guards of Fate	Shoulders	50	Uncommon	87	+14 Fate, +14 Might
Westernes Steel Shoulder Guards of Fate	Shoulders	50	Uncommon	87	+30 Fate
Westernes Steel Shoulder Guards of Fleetness	Shoulders	49	Uncommon	86	+13 Agility
Westernes Steel Shoulder Guards of Might	Shoulders	46	Uncommon	80	+12 Might
Westernes Steel Shoulder Guards of Might	Shoulders	46	Uncommon	80	+12 Might, +12 Fate
Westernes Steel Shoulder Guards of Might	Shoulders	49	Uncommon	86	+29 Might
Westernes Steel Shoulder Guards of Vigour	Shoulders	49	Uncommon	86	+13 Vitality, +13 Will
Westernes Steel Shoulder Pads	Shoulders	47	Common	66	—
Westernes Steel Shoulder Pads	Shoulders	50	Common	70	—
Westernes Steel Shoulder Pads of Determination	Shoulders	49	Uncommon	86	+13 Will, +35 Max Power
Westernes Steel Shoulder Pads of Determination	Shoulders	50	Uncommon	87	+14 Will, +14 Vitality
Westernes Steel Shoulder Pads of Fate	Shoulders	46	Uncommon	80	+12 Fate
Westernes Steel Shoulder Pads of Fate	Shoulders	49	Uncommon	86	+13 Fate, +13 Agility
Westernes Steel Shoulder Pads of Fate	Shoulders	50	Uncommon	87	+14 Fate, +14 Agility
Westernes Steel Shoulder Pads of Fleetness	Shoulders	49	Uncommon	86	+13 Agility, +13 Might
Westernes Steel Shoulder Pads of Might	Shoulders	49	Uncommon	86	+13 Might
Westernes Steel Shoulder Pads of Vigour	Shoulders	46	Uncommon	80	+12 Vitality, +12 Will
Westernes Winged Helm	Head	47	Common	66	—
Westernes Winged Helm	Head	50	Common	70	—
Westernes Winged Helm of Vigour	Head	49	Uncommon	86	+13 Vitality
Westernes Winged Helm of Vigour	Head	50	Uncommon	87	+14 Vitality
Wheatley's Shoulder Pads	Shoulders	16	Common	12	—
Wigan's Lucky Hat	Head	33	Rare	37	3% Fear Resistance, +9 Fate
Wight Guard	Head	25	Rare	28	3% Fear Resistance
Wig-leggar	Clothing	40	Rare	175	+11 Agility, +11 Will
Wig-herthar	Clothing	40	Rare	44	+11 Will, +11 Fate
Win-herthar	Shoulders	45	Uncommon	42	+12 Will, +12 Fate, +33 Max Power
Winter Cloak	Back	43	Rare	95	+26 Might, +26 Fate, +31 Max Morale, +4 Stealth Level
Winter's Vest	Clothing	40	Rare	210	+24 Vitality, +11 Will
Wisdom's Folly	Head	50	Rare	55	3% Fear Resistance, +30 Will, +14 Might
Wolfpelt Coat	Chest	49	Rare	257	+29 Vitality, +49 Max Morale
Woodruff's Cape	Back	21	Uncommon	38	+16 Max Power
Woodruff's Hat	Head	23	Uncommon	21	+6 Agility
Woolen Hat of Determination	Head	25	Uncommon	23	+7 Will
Woolen Hat of Determination	Head	48	Uncommon	44	+13 Will, +13 Fate
Woolen Hat of Fate	Head	22	Uncommon	20	+6 Fate
Woolen Hat of Fate	Head	38	Uncommon	35	+10 Fate
Woolen Hat of Fleetness	Head	30	Uncommon	27	+8 Agility
Woolen Hat of Vigour	Head	20	Uncommon	18	+5 Vitality
Workman's Mantle	Chest	37	Rare	137	+38 Max Power, +10 Vitality
Worm-skin	Legs	50	Rare	218	+51 Max Power, +14 Might
Worn Shoulder Pads	Shoulders	6	Common	6	—
Woven Cloak	Back	5	Common	7	—
Woven Cloak	Back	7	Common	10	—
Woven Cloak	Back	9	Common	13	—



ARMOUR

Name	Type	Level	Rarity	Armour Value	Bonuses
Woven Cloak	Back	11	Common	16	—
Woven Cloak	Back	13	Common	19	—
Woven Cloak	Back	15	Common	22	—
Woven Cloak	Back	17	Common	25	—
Woven Cloak	Back	19	Common	28	—
Woven Cloak	Back	21	Common	31	—
Woven Cloak	Back	23	Common	33	—
Woven Cloak	Back	25	Common	37	—
Woven Cloak	Back	27	Common	40	—
Woven Cloak	Back	29	Common	43	—
Woven Cloak	Back	31	Common	45	—
Woven Cloak	Back	35	Common	52	—
Woven Cloak	Back	38	Common	56	—
Woven Cloak	Back	40	Common	59	—
Woven Cloak	Back	42	Common	62	—
Woven Cloak	Back	44	Common	65	—
Woven Cloak	Back	46	Common	68	—
Woven Cloak	Back	48	Common	70	—
Woven Cloak of Determination	Back	5	Uncommon	9	+1 Will
Woven Cloak of Determination	Back	34	Uncommon	62	+9 Will
Woven Cloak of Determination	Back	50	Uncommon	92	+14 Will
Woven Cloak of Fate	Back	13	Uncommon	23	+4 Fate
Woven Cloak of Fate	Back	20	Uncommon	37	+5 Fate
Woven Cloak of Fate	Back	26	Uncommon	48	+8 Fate
Woven Cloak of Fate	Back	50	Uncommon	92	+30 Fate
Woven Cloak of Fleetness	Back	22	Uncommon	40	+6 Agility
Woven Cloak of Fleetness	Back	50	Uncommon	92	+14 Agility
Woven Cloak of Might	Back	9	Uncommon	16	+3 Might
Woven Cloak of Might	Back	18	Uncommon	33	+5 Might
Woven Cloak of Might	Back	28	Uncommon	51	+8 Might
Woven Cloak of Might	Back	40	Uncommon	74	+11 Might
Woven Cloak of Might	Back	46	Uncommon	84	+12 Might
Woven Cloak of Might	Back	48	Uncommon	88	+13 Might
Woven Cloak of Might	Back	50	Uncommon	92	+30 Might
Woven Cloak of Vigour	Back	16	Uncommon	29	+5 Vitality
Wyrmfang	Hands	49	Rare	172	+49 Max Morale, +13 Vitality
Wyrmhelm	Head	50	Rare	105	+50 Max Morale, 3% Fear Resistance, +14 Might
Zanthrug's Fall	Shoulders	39	Rare	43	+24 Fate, +28 Max Power
Zanthrug's Foe	Feet	39	Rare	110	+24 Vitality, +11 Agility
Zanthrug's Foil	Hands	39	Rare	102	+55 Morale Regeneration in Combat, +24 Agility



Equipment & Enchanted Items



SIELDS

Name	Type	Lvl	Rarity	Armour Value	Bonuses
Aethann	Metal	44	Uncommon	146	+12 Agility, +12 Will, 1% Block Chance
Ancient Shield	Metal	50	Rare	199	1% Healing Bonus, 1% Block Chance, +36 Max Power
Arrod's Buckler	Metal	36	Uncommon	119	+4 Might, +9 Vitality, 1% Block Chance
Atli's Shield	Wood	4	Common	11	—
Balanamath	Wood	29	Rare	372	+21 Max Power
Balksgrunn	Metal	49	Rare	196	3% Melee Defence, +13 Agility
Banded Round Shield	Wood	15	Common	128	—
Banded Round Shield	Wood	17	Common	145	—
Banded Round Shield	Wood	20	Common	170	—
Banded Round Shield	Wood	32	Common	273	—
Banded Round Shield	Wood	35	Common	298	—
Banded Round Shield	Wood	41	Common	349	—
Banded Round Shield	Wood	44	Common	375	—
Banded Round Shield of Determination	Metal	15	Uncommon	160	+4 Will
Banded Round Shield of Vigour	Wood	46	Uncommon	490	+12 Vitality, +12 Fate
Belecthan	Metal	32	Uncommon	106	+67 Power Regeneration in Combat, +9 Might
Bolli's Shield	Wood	7	Common	23	—
Brechthann	Metal	24	Uncommon	79	+7 Agility, +7 Will
Brew-master's Shield	Metal	28	Uncommon	93	+8 Fate
Bronze Buckler	Metal	9	Common	24	—
Bronzed Round Shield of Vigour	Metal	43	Uncommon	458	+12 Vitality, +31 Max Morale, +12 Fate
Brudhraw's Fall	Metal	28	Uncommon	93	+1.9 Power Regeneration out of Combat, 1% Block Chance
Cam en-Elbereth	Metal	50	Rare	199	+50 Max Morale, +14 Fate
Candac's Wall	Wood	15	Common	128	—
Crafted Buckler	Metal	20	Uncommon	66	+15 Max Power
Daeramath	Metal	40	Rare	160	+41 Max Power
Daerthann	Metal	25	Uncommon	83	1% Block Chance
Dark Round Shield	Wood	8	Common	21	—
Dark Round Shield	Wood	23	Common	61	—
Dark Round Shield	Wood	29	Common	77	—
Dark Round Shield	Wood	41	Common	109	—
Defender of Lalia	Metal	16	Uncommon	53	+5 Fate
Diplomat's Ward	Wood	25	Uncommon	266	+7 Fate
Dorthann	Metal	20	Uncommon	66	+5 Vitality
Dragon Kite Shield of Fleetness	Metal	50	Uncommon	532	+14 Agility, +14 Might, +14 Vitality
Dwalin's Shield	Metal	50	Rare	199	+3 Power Regeneration in Combat, +7.5 Power Regeneration out of Combat
Dwarf-Iron Shield	Metal	34	Uncommon	113	+9 Might, +9 Fate
Dwarf Shield	Metal	17	Common	145	—
Dwarf Shield	Metal	20	Common	170	—
Dwarf Shield	Metal	23	Common	196	—
Dwarf Shield	Metal	26	Common	221	—
Dwarf Shield	Metal	29	Common	247	—
Dwarf Shield	Metal	32	Common	273	—
Dwarf Shield	Metal	35	Common	298	—
Dwarf Shield	Metal	38	Common	324	—
Dwarf Shield	Metal	41	Common	349	—
Dwarf Shield	Metal	44	Common	375	—
Dwarf Shield	Metal	47	Common	400	—
Dwarf Shield of Fleetness	Metal	29	Uncommon	309	+8 Agility
Dwarf Shield of Might	Metal	20	Uncommon	213	+5 Might
Dwarf Shield of Rallying	Metal	44	Uncommon	468	1% Healing Bonus, +12 Might
Dwarf Shield of Rallying	Metal	50	Uncommon	532	1% Healing Bonus, +36 Max Power, +14 Vitality
Dwarf Shield of Stamina	Metal	35	Uncommon	116	+1 Power Regeneration in Combat
Dwarf Wedge Shield of Fate	Metal	33	Uncommon	351	+9 Fate, +24 Max Morale
Dwarf Wedge Shield of Fleetness	Metal	44	Uncommon	146	+12 Agility, +12 Fate, +12 Will



SHIELDS					
Name	Type	Lvl	Rarity	Armour Value	Bonuses
Elven Soldiers' Shield	Metal	45	Uncommon	149	+33 Max Power, +32 Max Morale, +12 Vitality
Enduring Dwarf Shield	Metal	25	Uncommon	266	—
Enduring Dwarf War Shield of Might	Metal	46	Uncommon	490	+12 Might, +1.4 Power Regeneration in Combat
Enduring Gilded Kite Shield	Metal	30	Uncommon	99	1% Healing Bonus
Enduring Small Banded Buckler	Wood	7	Uncommon	23	—
Enduring Small Metal Buckler	Metal	5	Uncommon	17	—
Eoscyld	Metal	50	Rare	641	1% Block Chance, +14 Might
Erynwen's Shield	Wood	4	Common	13	—
Estelthan	Metal	40	Uncommon	132	+34 Power Regeneration in Combat, +11 Will, +11 Fate
Exquisite Light Elven Soldiers' Shield	Metal	45	Rare	180	1% Block Chance, +1.4 Power Regeneration in Combat, +12 Will
Fall of Deluches	Metal	48	Uncommon	159	+13 Will, +13 Fate, +49 Max Power
Fancy Kite Shield of Might	Metal	47	Uncommon	156	+13 Might, +34 Max Power, +13 Agility
Featherweight Shield	Metal	33	Uncommon	109	+48 Max Morale
Fierce Kite Shield of Fleetness	Metal	49	Uncommon	522	+13 Agility, +35 Max Morale
Fierce Kite Shield of Might	Metal	41	Uncommon	436	+11 Might, +1.2 Power Regeneration in Combat
Fierce Kite Shield of Stamina	Metal	50	Uncommon	166	+1.5 Power Regeneration in Combat, +14 Might
Fine Bronze Buckler	Metal	9	Uncommon	30	+9 Max Morale
Fine Dwarf-Iron Shield	Metal	34	Rare	136	+9 Might, +9 Agility
Fine Elven Soldiers' Shield	Metal	45	Rare	180	+46 Max Power, +45 Max Morale, +12 Vitality
Fine Gondorian Kite Shield	Wood	33	Rare	132	+18 Agility
Fine Iron Buckler	Metal	15	Uncommon	50	+4 Might
Fine Steel Round Shield	Metal	26	Rare	104	+19 Max Power
Fine Westernesse Shield	Metal	38	Rare	152	+38 Max Morale, +39 Max Power
Footman's Guard	Metal	30	Rare	120	+90 Power Regeneration in Combat, +8 Vitality, +8 Will
Gajarpan's Doom	Metal	35	Uncommon	116	+9 Vitality, +9 Agility
Garthathan	Wood	30	Rare	385	1% Block Chance, 3% Melee Defence
Giant Ward	Metal	43	Uncommon	172	+12 Will, +12 Fate, +43 Max Morale
Gleaming Dark Round Shield	Wood	18	Uncommon	60	+13 Max Morale
Gleaming Dwarf Shield	Metal	22	Uncommon	234	+16 Max Morale
Gleaming Dwarf Shield	Metal	29	Uncommon	96	+21 Max Morale
Gleaming Dwarf Shield	Metal	37	Uncommon	123	+26 Max Morale
Gleaming Dwarf Shield	Metal	37	Uncommon	394	+26 Max Morale, +27 Max Power
Gleaming Light Dwarf Shield	Metal	25	Uncommon	83	+18 Max Morale
Gleaming Light Dwarf Shield	Metal	41	Uncommon	136	+41 Max Morale
Gleaming Round Shield	Wood	22	Uncommon	234	+16 Max Morale
Gleaming Shield of the Eye	Metal	40	Uncommon	132	+40 Max Morale
Gleaming Small Banded Buckler	Wood	16	Uncommon	53	+12 Max Morale
Godelot's Lid	Metal	50	Rare	199	+51 Max Power, +35 Max Morale
Goluumath	Wood	50	Rare	641	+14 Will, +14 Fate, +36 Max Power, +50 Max Morale
Gondorian Kite Shield	Metal	33	Uncommon	109	+18 Agility
Grand Shield of Bree	Metal	45	Rare	577	+46 Max Power, 1% Block Chance
Great Shield of the Barrows	Metal	24	Uncommon	308	50.4% Power Regeneration in Combat
Great Shield of Thorin's Hall	Metal	45	Rare	577	+46 Max Power, +1.4 Power Regeneration in Combat
Guardian of Lalia	Wood	16	Uncommon	170	+5 Might
Guardian's Ward	Metal	38	Incomparable	168	+38 Max Morale, +10 Vitality, +10 Might
Guard of the Eglain	Metal	32	Uncommon	106	+9 Agility, +1.9 Power Regeneration out of Combat
Guard's Shield	Metal	40	Incomparable	341	1% Block Chance
Halbarad's Shield	Wood	25	Uncommon	266	+7 Vitality
Hardened Heavy Ancient Shield	Metal	50	Incomparable	713	1% Block Chance, +51 Max Power, +14 Might, 3% Healing Bonus
Hardened Heavy Dwarf-Iron Shield	Metal	34	Rare	436	+9 Might, +35 Max Power
Hardened Heavy Elven Soldiers' Shield	Metal	45	Rare	577	1% Block Chance, +1.4 Power Regeneration in Combat, +12 Might
Hardened Heavy Gondorian Kite Shield	Metal	33	Rare	423	+33 Max Morale, +34 Max Power
Hardened Heavy Iron Kite Shield	Metal	15	Rare	192	+12 Max Power, +4 Might
Hardened Heavy Steel Round Shield	Metal	26	Rare	333	+3.8 Power Regeneration out of Combat, +8 Vitality
Hardened Heavy Westernesse Shield	Metal	38	Rare	487	+39 Max Power, +1.1 Power Regeneration in Combat
Hard Heart	Metal	50	Rare	199	+13 Agility, +1.5 Power Regeneration in Combat

Equipment & Enchanted Items



SIELDS

Name	Type	Lvl	Rarity	Armour Value	Bonuses
Hard Heart	Metal	50	Rare	199	+13 Agility, +1.5 Power Regeneration in Combat
Heavy Ancient Shield	Metal	50	Rare	641	1% Block Chance, +51 Max Power, +14 Might
Heavy Dwarf-Iron Shield	Metal	34	Uncommon	362	+9 Might, +25 Max Power
Heavy Elven Soldiers' Shield	Metal	45	Rare	577	1% Block Chance, +.95 Power Regeneration in Combat, +12 Might
Heavy Forge-Crafted Kite Shield	Metal	20	Rare	257	+42 Power Regeneration in Combat
Heavy Gondorian Kite Shield	Metal	33	Rare	423	+24 Max Morale, +34 Max Power
Heavy Iron Kite Shield	Metal	15	Uncommon	160	+4 Might
Heavy Shield	Metal	45	Rare	577	3% Melee Defence, +12 Might
Heavy Steel Round Shield	Metal	26	Uncommon	277	+1.9 Power Regeneration out of Combat, +8 Vitality
Heavy Temper-Crafted Kite Shield	Metal	20	Rare	257	+60 Power Regeneration in Combat
Heavy Westernesse Shield	Metal	38	Rare	487	+80 Power Regeneration in Combat, +39 Max Power
Hithlim's Kite Shield	Wood	34	Uncommon	362	+34 Max Morale
Iron Buckler	Metal	15	Common	40	—
Ironfist's Wall	Wood	34	Uncommon	362	+9 Agility, +9 Vitality, +4 Fate
King's Shield of Might	Metal	47	Uncommon	156	+13 Might
Kite Shield	Wood	1	Common	9	—
Kite Shield	Wood	15	Common	128	—
Kite Shield	Wood	17	Common	145	—
Kite Shield	Metal	20	Common	170	—
Kite Shield	Wood	23	Common	196	—
Kite Shield	Wood	29	Common	247	—
Kite Shield	Wood	38	Common	324	—
Kite Shield	Wood	41	Common	349	—
Kite Shield	Wood	44	Common	375	—
Kite Shield	Wood	47	Common	400	—
Kite Shield of Rallying	Wood	25	Uncommon	266	1% Healing Bonus
Kite Shield of Rallying	Wood	41	Uncommon	436	1% Healing Bonus, +11 Will
Light Ancient Shield	Metal	50	Rare	199	1% Block Chance, +51 Max Power, +14 Agility
Light Banded Buckler	Wood	5	Common	13	—
Light Banded Buckler	Wood	8	Common	21	—
Light Banded Buckler	Wood	14	Common	37	—
Light Banded Buckler	Wood	17	Common	45	—
Light Banded Buckler	Wood	20	Common	53	—
Light Banded Buckler	Wood	32	Common	85	—
Light Banded Buckler	Wood	35	Common	93	—
Light Banded Buckler	Wood	41	Common	109	—
Light Banded Buckler	Wood	44	Common	117	—
Light Banded Buckler of Fate	Wood	15	Uncommon	50	+4 Fate
Light Bronze Buckler	Metal	9	Uncommon	24	+7 Max Power
Light Dwarf-Iron Shield	Metal	34	Uncommon	113	+9 Agility, +25 Max Power
Light Dwarf Shield	Metal	8	Common	21	—
Light Dwarf Shield	Metal	17	Common	45	—
Light Dwarf Shield	Metal	20	Common	53	—
Light Dwarf Shield	Metal	23	Common	61	—
Light Dwarf Shield	Metal	26	Common	69	—
Light Dwarf Shield	Metal	29	Common	77	—
Light Dwarf Shield	Metal	32	Common	85	—
Light Dwarf Shield	Metal	35	Common	93	—
Light Dwarf Shield	Metal	38	Common	101	—
Light Dwarf Shield	Metal	41	Common	109	—
Light Dwarf Shield	Metal	44	Common	117	—
Light Dwarf Shield	Metal	47	Common	125	—
Light Dwarf Shield of Fate	Metal	47	Uncommon	156	+13 Fate, +13 Vitality, +13 Agility
Light Elven Soldiers' Shield	Metal	45	Rare	180	1% Block Chance, +.95 Power Regeneration in Combat, +12 Will
Light Forge-Crafted Kite Shield	Metal	20	Rare	80	+42 Power Regeneration in Combat



SHIELDS

Name	Type	Lvl	Rarity	Armour Value	Bonuses
Heavy Ancient Shield	Metal	50	Rare	641	1% Block Chance, +51 Max Power, +14 Might
Heavy Dwarf-Iron Shield	Metal	34	Uncommon	362	+9 Might, +25 Max Power
Heavy Elven Soldiers' Shield	Metal	45	Rare	577	1% Block Chance, +95 Power Regeneration in Combat, +12 Might
Heavy Forge-Crafted Kite Shield	Metal	20	Rare	257	+42 Power Regeneration in Combat
Heavy Gondorian Kite Shield	Metal	33	Rare	423	+24 Max Morale, +34 Max Power
Heavy Iron Kite Shield	Metal	15	Uncommon	160	+4 Might
Heavy Shield	Metal	45	Rare	577	3% Melee Defence, +12 Might
Heavy Steel Round Shield	Metal	26	Uncommon	277	+1.9 Power Regeneration out of Combat, +8 Vitality
Heavy Temper-Crafted Kite Shield	Metal	20	Rare	257	+60 Power Regeneration in Combat
Heavy Westernesse Shield	Metal	38	Rare	487	+80 Power Regeneration in Combat, +39 Max Power
Hithlim's Kite Shield	Wood	34	Uncommon	362	+34 Max Morale
Iron Buckler	Metal	15	Common	40	—
Ironfist's Wall	Wood	34	Uncommon	362	+9 Agility, +9 Vitality, +4 Fate
King's Shield of Might	Metal	47	Uncommon	156	+13 Might
Kite Shield	Wood	1	Common	9	—
Kite Shield	Wood	15	Common	128	—
Kite Shield	Wood	17	Common	145	—
Kite Shield	Metal	20	Common	170	—
Kite Shield	Wood	23	Common	196	—
Kite Shield	Wood	29	Common	247	—
Kite Shield	Wood	38	Common	324	—
Kite Shield	Wood	41	Common	349	—
Kite Shield	Wood	44	Common	375	—
Kite Shield	Wood	47	Common	400	—
Kite Shield of Rallying	Wood	25	Uncommon	266	1% Healing Bonus
Kite Shield of Rallying	Wood	41	Uncommon	436	1% Healing Bonus, +11 Will
Light Ancient Shield	Metal	50	Rare	199	1% Block Chance, +51 Max Power, +14 Agility
Light Banded Buckler	Wood	5	Common	13	—
Light Banded Buckler	Wood	8	Common	21	—
Light Banded Buckler	Wood	14	Common	37	—
Light Banded Buckler	Wood	17	Common	45	—
Light Banded Buckler	Wood	20	Common	53	—
Light Banded Buckler	Wood	32	Common	85	—
Light Banded Buckler	Wood	35	Common	93	—
Light Banded Buckler	Wood	41	Common	109	—
Light Banded Buckler	Wood	44	Common	117	—
Light Banded Buckler of Fate	Wood	15	Uncommon	50	+4 Fate
Light Bronze Buckler	Metal	9	Uncommon	24	+7 Max Power
Light Dwarf-Iron Shield	Metal	34	Uncommon	113	+9 Agility, +25 Max Power
Light Dwarf Shield	Metal	8	Common	21	—
Light Dwarf Shield	Metal	17	Common	45	—
Light Dwarf Shield	Metal	20	Common	53	—
Light Dwarf Shield	Metal	23	Common	61	—
Light Dwarf Shield	Metal	26	Common	69	—
Light Dwarf Shield	Metal	29	Common	77	—
Light Dwarf Shield	Metal	32	Common	85	—
Light Dwarf Shield	Metal	35	Common	93	—
Light Dwarf Shield	Metal	38	Common	101	—
Light Dwarf Shield	Metal	41	Common	109	—
Light Dwarf Shield	Metal	44	Common	117	—
Light Dwarf Shield	Metal	47	Common	125	—
Light Dwarf Shield of Fate	Metal	47	Uncommon	156	+13 Fate, +13 Vitality, +13 Agility
Light Elven Soldiers' Shield	Metal	45	Rare	180	1% Block Chance, +95 Power Regeneration in Combat, +12 Will
Light Forge-Crafted Kite Shield	Metal	20	Rare	80	+42 Power Regeneration in Combat
Light Gondorian Kite Shield	Metal	33	Rare	423	+24 Max Morale, +24 Max Power

Equipment & Enchanted Items



SIELDS

Name	Type	Lvl	Rarity	Armour Value	Bonuses
Light Iron Kite Shield	Metal	15	Uncommon	50	+11 Max Morale
Light Kite Shield	Wood	1	Common	5	—
Light Kite Shield	Wood	5	Common	13	—
Light Kite Shield	Metal	11	Common	29	—
Light Kite Shield	Wood	14	Common	37	—
Light Kite Shield	Wood	17	Common	45	—
Light Kite Shield	Wood	29	Common	77	—
Light Kite Shield	Wood	38	Common	101	—
Light Kite Shield	Wood	41	Common	109	—
Light Kite Shield	Metal	44	Common	117	—
Light Kite Shield	Wood	47	Common	125	—
Light Kite Shield of Rallying	Wood	35	Uncommon	116	2% Healing Bonus, +9 Fate
Light Round Shield	Wood	11	Common	29	—
Light Shield	Metal	45	Rare	180	1% Block Chance, +1.4 Power Regeneration in Combat
Light Shield	Metal	45	Rare	180	+45 Max Morale, +46 Max Power
Light Steel Buckler	Metal	11	Common	29	—
Light Steel Buckler	Metal	26	Common	69	—
Light Steel Buckler	Metal	32	Common	85	—
Light Steel Buckler	Metal	38	Common	101	—
Light Steel Buckler	Metal	47	Common	125	—
Light Steel Buckler of Fate	Metal	31	Uncommon	103	+8 Fate
Light Steel Buckler of Rallying	Metal	46	Uncommon	152	1% Healing Bonus, +33 Max Morale
Light Steel Round Shield	Metal	26	Uncommon	86	+1.9 Power Regeneration out of Combat
Light Temper-Crafted Kite Shield	Metal	20	Rare	80	+60 Power Regeneration in Combat
Light Westnesse Shield	Metal	38	Rare	487	+80 Power Regeneration in Combat, +39 Max Power
Light Wood Buckler	Wood	23	Common	61	—
Light Wood Buckler of Rallying	Wood	22	Uncommon	73	1% Healing Bonus
Longamath	Wood	37	Uncommon	394	1% Block Chance, +10 Fate
Lover's Shield	Wood	9	Common	24	—
Lucflad	Metal	50	Rare	641	+14 Vitality, +14 Might
Luchereg	Metal	50	Incomparable	222	+14 Vitality, +50 Max Morale, +14 Might, +14 Agility
Luminous Shield	Metal	28	Uncommon	74	+21 Max Power, 1% Block Chance
Luthrand	Wood	40	Rare	513	+11 Vitality, +11 Fate, +28 Max Morale, 1% Block Chance
Mallendir	Metal	50	Rare	641	+14 Vitality, +51 Max Power
Manathan	Metal	40	Uncommon	132	+.84 Power Regeneration in Combat, +11 Fate
Mereward	Metal	35	Rare	140	+9 Fate, +1 Power Regeneration in Combat
Metal Round Shield	Metal	26	Common	221	—
Metal Round Shield	Metal	32	Common	273	—
Metal Round Shield	Metal	35	Uncommon	373	1% Healing Bonus
Metal Round Shield	Metal	38	Common	324	—
Metal Round Shield	Metal	47	Common	400	—
Metal Round Shield of Stamina	Wood	40	Uncommon	426	+1.2 Power Regeneration in Combat
Metal Round Shield of Stamina	Metal	49	Uncommon	522	+1.5 Power Regeneration in Combat
Naglettar	Metal	50	Rare	641	+14 Fate
Nostilion	Metal	46	Rare	184	1% Block Chance, +12 Might
Old Mugwort's Shield	Metal	18	Uncommon	60	+5 Fate
Old Wooden Shield	Wood	3	Common	8	—
Ornate Ancient Shield	Metal	50	Incomparable	222	2% Healing Bonus, 1% Block Chance, +51 Max Power
Primstone's Shield	Wood	5	Common	13	—
Quicksilver's Shield	Metal	22	Rare	88	+6 Will
Raider's Shield	Wood	1	Uncommon	11	—
Raider's Shield of Might	Wood	35	Uncommon	373	+9 Might
Raider's Shield of Stamina	Wood	46	Uncommon	152	+1.4 Power Regeneration in Combat, +12 Vitality
Raider's Shield of Vigour	Wood	44	Uncommon	468	+12 Vitality
Randirthan	Metal	42	Uncommon	139	+12 Agility, +12 Vitality, +42 Max Morale



SHIELDS

Name	Type	Lvl	Rarity	Armour Value	Bonuses
Raugzok's Nemesis	Metal	33	Uncommon	109	+9 Fate, +24 Max Power
Rianamath	Wood	44	Uncommon	468	+12 Will, +12 Fate, +3.8 Power Regeneration out of Combat
Rodamath	Wood	30	Rare	385	+8 Might, +8 Vitality, +31 Max Power
Rondbalk	Metal	50	Rare	641	+14 Might, +1.5 Power Regeneration in Combat
Round Shield	Wood	15	Common	128	—
Round Shield	Wood	23	Common	196	—
Round Shield	Wood	29	Common	247	—
Round Shield	Wood	35	Common	298	—
Round Shield	Wood	41	Common	349	—
Round Shield of Might	Wood	43	Uncommon	458	+12 Might, +12 Agility, +12 Fate
Savage Round Shield of Stamina	Metal	40	Uncommon	426	+1.2 Power Regeneration in Combat
Savage Round Shield of Vigour	Metal	49	Uncommon	162	+13 Vitality, +35 Max Morale
Savaric's Pride	Metal	50	Rare	199	+14 Might, +36 Max Power
Sharpshard's Shield	Wood	43	Uncommon	458	+90 Power Regeneration in Combat, 1% Block Chance, +12 Might, +12 Agility
Shield of Archet	Wood	8	Rare	32	—
Shield of Eregion	Metal	26	Rare	333	+8 Might, +27 Max Power
Shield of Mirkwood	Metal	50	Rare	199	+14 Might, +14 Will, +36 Max Power
Shield of Moria	Metal	48	Rare	616	+13 Vitality, +13 Fate, +35 Max Power
Shield of Noldor	Metal	37	Rare	475	1% Block Chance, +10 Agility
Shield of Red Stone	Metal	16	Rare	64	+4.8 Power Regeneration in Combat
Shield of Rhodaur	Wood	30	Rare	385	+8 Agility, +21 Max Morale
Shield of Rohan	Wood	41	Rare	526	+41 Max Morale, +42 Max Power
Shield of the Argonath	Metal	31	Rare	398	+8 Vitality, +8 Might
Shield of the Coldfells	Wood	13	Rare	52	+4 Might
Shield of the Delvings	Wood	19	Rare	244	1% Block Chance
Shield of the Dragon	Metal	33	Rare	132	+99 Power Regeneration in Combat, +9 Agility
Shield of the Eye of Fleetness	Metal	27	Uncommon	89	+8 Agility
Shield of the Northfarthing	Wood	22	Rare	282	+3.8 Power Regeneration out of Combat, +6 Agility
Shield of the North-star	Wood	50	Uncommon	532	+5 Vitality, +1.9 Power Regeneration out of Combat, 3% Melee Defence
Shield of the Shire	Metal	44	Rare	176	+44 Max Morale, 1% Block Chance, +12 Might
Shield of the Shire	Metal	45	Rare	180	+45 Max Morale, +12 Will, +12 Fate
Shield of the Stalwart Tower	Metal	10	Rare	40	+3 Fate
Shining Banded Round Shield	Wood	18	Uncommon	192	+14 Max Power
Shining Dark Round Shield	Wood	40	Uncommon	132	+29 Max Power, +28 Max Morale
Shining Dragon Kite Shield	Metal	31	Uncommon	103	+23 Max Power, +8 Might
Shining Light Banded Buckler	Wood	43	Uncommon	142	+44 Max Power
Shining Light Dwarf Shield	Metal	16	Uncommon	53	+12 Max Power
Shining Light Dwarf Shield	Metal	33	Uncommon	109	+24 Max Power
Shining Small Metal Buckler	Metal	15	Uncommon	50	+12 Max Power
Shining Yew Round Shield	Wood	49	Uncommon	162	+50 Max Power, +13 Vitality
Sithann	Metal	50	Rare	199	+14 Might, +14 Agility, +5 Fate, +7.5 Power Regeneration out of Combat
Skotskold	Metal	22	Uncommon	73	+4.6 Power Regeneration in Combat, +6 Agility
Skunkwood's Shield	Wood	18	Uncommon	192	+5 Agility
Slave's Defence	Metal	50	Uncommon	166	+5 Will, +3.8 Power Regeneration out of Combat, 1% Block Chance
Small Banded Buckler of Stamina	Wood	22	Uncommon	73	+6.6 Power Regeneration in Combat
Small Banded Buckler of Vigour	Metal	16	Uncommon	170	+5 Vitality
Small Banded Buckler of Vigour	Metal	27	Uncommon	89	+8 Vitality
Small Kite Shield	Wood	5	Common	13	—
Small Kite Shield	Metal	20	Common	53	—
Small Kite Shield	Metal	26	Common	69	—
Small Kite Shield of Rallying	Metal	29	Uncommon	96	1% Healing Bonus
Small Kite Shield of Rallying	Metal	50	Uncommon	166	2% Healing Bonus, +14 Vitality
Small Kite Shield of Vigour	Metal	27	Uncommon	89	+8 Vitality
Small Metal Buckler	Metal	1	Uncommon	6	—
Small Metal Buckler of Might	Metal	15	Uncommon	160	+4 Might
Small Metal Buckler of Might	Metal	31	Uncommon	330	+8 Might

Equipment & Enchanted Items



SIELDS

Name	Type	Lvl	Rarity	Armour Value	Bonuses
Small Savage Round Shield of Determination	Metal	37	Uncommon	123	+10 Will, +26 Max Morale
Small Shield of the Barrows	Metal	23	Uncommon	92	1% Healing Bonus
Small Steel Kite Shield	Metal	35	Common	93	—
Small Steel Kite Shield of Vigour	Metal	25	Uncommon	83	+7 Vitality
Solid Light Bronze Buckler	Metal	9	Rare	24	+7 Max Power
Solid Light Dwarf-Iron Shield	Metal	34	Rare	113	+9 Agility, +35 Max Power
Solid Light Gondorian Kite Shield	Metal	33	Rare	132	+33 Max Morale, +24 Max Power
Sparrowsbreath Shield	Metal	33	Rare	132	+69 Power Regeneration in Combat, +48 Max Morale
Split Kite Shield	Wood	1	Common	5	—
Steel Kite Shield	Metal	14	Common	37	—
Steel Kite Shield	Metal	15	Common	128	—
Steel Kite Shield	Metal	26	Common	221	—
Steel Kite Shield	Metal	35	Common	298	—
Steel Kite Shield of Determination	Metal	33	Uncommon	351	+9 Will, +9 Might
Steel Kite Shield of Might	Metal	14	Uncommon	46	+4 Might
Steel Kite Shield of Might	Metal	18	Uncommon	192	+5 Might
Steel Kite Shield of Stamina	Metal	31	Uncommon	330	+65 Power Regeneration in Combat
Steel Round Shield	Metal	26	Uncommon	86	+19 Max Power
Stoutthrus's Shield	Wood	9	Common	24	—
Stoutwall	Metal	50	Rare	641	1% Block Chance, +14 Vitality
Strong Light Iron Kite Shield	Metal	15	Rare	60	+15 Max Morale
Strong Light Steel Round Shield	Metal	26	Rare	104	+3.8 Power Regeneration out of Combat
Superb Light Westernesse Shield	Metal	38	Rare	487	+39 Max Power, +1.1 Power Regeneration in Combat

JEWELLERY

Name	Type	Level	Rarity
Adamant Necklace	Necklace	45	Uncommon
Adamant Ring	Ring	45	Uncommon
Aegor	Ring	27	Uncommon
Agate Necklace	Necklace	15	Uncommon
Aglardir's Ruby Ring	Ring	26	Uncommon
Amarion's Necklace	Necklace	26	Uncommon
Amarthlos	Ring	48	Rare
Amethyst Ring	Ring	12	Uncommon
Ancient Arrowhead	Pocket	49	Rare
Arassechor	Bracelet	45	Rare
Arinora's Bracelet	Bracelet	21	Uncommon
Arohir's Gold Bracelet	Bracelet	35	Uncommon
Arohir's Necklace	Necklace	33	Rare
Ashleaf's Jeweled Bracelet	Bracelet	22	Uncommon
Auroch Horn Talisman	Pocket	42	Uncommon
Avorlos	Earring	35	Rare
Avornechor	Bracelet	43	Rare
Balargon	Earring	45	Rare
Balanin	Necklace	50	Rare
Band of the Brown Wizard	Bracelet	31	Rare

JEWELLERY

Name	Type	Level	Rarity
Beleglos	Ring	38	Uncommon
Beryl Necklace	Necklace	50	Uncommon
Beryl Ring	Ring	50	Uncommon
Black Stoned Ring	Ring	35	Uncommon
Bloodstone Ring	Ring	25	Uncommon
Bone Man's Band	Bracelet	18	Uncommon
Bork's Ring	Ring	33	Uncommon
Bracelet	Bracelet	1	Uncommon
Bracelet of Cunning	Bracelet	45	Incomparable
Bracelet of Discovery	Bracelet	45	Incomparable
Bracelet of the Eglain	Bracelet	29	Rare
Bracelet of Valour	Bracelet	45	Incomparable
Bregechor	Jewelry	33	Uncommon
Bright Gold Necklace	Necklace	30	Rare
Bright Gold Ring	Ring	30	Rare
Brilliant Copper Necklace	Necklace	10	Rare
Brilliant Copper Ring	Ring	10	Rare
Brilliant Gold Necklace	Necklace	30	Rare
Brilliant Gold Ring	Ring	30	Rare
Brilliant Misty Mountain Silver Necklace	Necklace	50	Rare



JEWELLERY			
Name	Type	Level	Rarity
Brilliant Misty Mountain Silver Ring	Ring	50	Rare
Brilliant Platinum Necklace	Necklace	40	Rare
Brilliant Silver Necklace	Necklace	20	Rare
Brilliant Silver Ring	Ring	20	Rare
Brilliant White Gold Ring	Ring	40	Rare
Brushed Copper Cuff	Bracelet	35	Uncommon
Burglar's Badge	Pocket	41	Rare
Calenhen	Ring	41	Rare
Captain's Badge	Pocket	46	Rare
Cauldron Purger	Bracelet	48	Uncommon
Celegechor	Bracelet	35	Rare
Celegryn	Bracelet	10	Uncommon
Champion over Kheledul	Bracelet	12	Uncommon
Champion's Badge	Pocket	40	Rare
Codhringor	Ring	18	Rare
Collur	Necklace	20	Uncommon
Copper Necklace	Necklace	10	Uncommon
Copper Ring	Ring	10	Uncommon
Crown Finder	Necklace	14	Uncommon
Crystal Locket	Pocket	36	Uncommon
Daerechor	Earring	40	Uncommon
Dirdre's Bracelet	Bracelet	1	Rare
Dorlos	Earring	42	Rare
Earring	Earring	1	Uncommon
Earring of Command	Earring	45	Incomparable
Earring of Cunning	Earring	45	Incomparable
Earring of Discovery	Earring	45	Incomparable
Earring of the Vigil	Earring	10	Uncommon
Earth-kin Earring	Earring	25	Uncommon
Edhelharloch	Earring	50	Rare
Eiliangor	Bracelet	46	Rare
Elegant Necklace	Necklace	46	Rare
Elf-stone	Pocket	36	Incomparable
Ellos	Earring	31	Uncommon
Eluil	Earring	40	Rare
Engraved Adamant Necklace	Necklace	40	Rare
Engraved Adamant Ring	Ring	40	Rare
Engraved Beryl Necklace	Necklace	50	Rare
Engraved Beryl Ring	Ring	50	Rare
Engraved Bloodstone Ring	Ring	20	Rare

JEWELLERY			
Name	Type	Level	Rarity
Engraved Opal Necklace	Necklace	20	Rare
Engraved Ruby Ring	Ring	30	Rare
Engraved Sapphire Necklace	Necklace	30	Rare
Erscin's Saviour	Earring	50	Rare
Estellin	Ring	48	Uncommon
Estelloch	Earring	14	Uncommon
Estellos	Ring	42	Uncommon
Etched Adamant Necklace	Necklace	40	Rare
Etched Adamant Ring	Ring	40	Rare
Etched Beryl Necklace	Necklace	50	Incomparable
Etched Beryl Ring	Ring	50	Incomparable
Etched Bloodstone Ring	Ring	20	Rare
Etched Opal Necklace	Necklace	20	Rare
Etched Ruby Ring	Ring	30	Rare
Etched Sapphire Necklace	Necklace	30	Rare
Faimir's Necklace	Necklace	36	Rare
Falco's Earring	Earring	12	Uncommon
Ferollos	Earring	43	Uncommon
Fine Agate Necklace	Necklace	15	Rare
Fine Amethyst Ring	Ring	15	Rare
Fine Copper Necklace	Necklace	10	Rare
Fine Copper Ring	Ring	10	Rare
Fonn's Silver Earring	Earring	44	Uncommon
Frideric's Thanks	Necklace	29	Rare
Gaeellon	Necklace	45	Rare
Gaelnin	Earring	50	Rare
Gailthin's Bracelet	Bracelet	9	Uncommon
Gilded Necklace	Necklace	35	Uncommon
Gillinn	Bracelet	44	Rare
Gilloch	Earring	45	Rare
Glittering Copper Necklace	Necklace	10	Uncommon
Glittering Copper Ring	Ring	10	Uncommon
Glittering Gold Necklace	Necklace	30	Uncommon
Glittering Gold Ring	Ring	30	Uncommon
Glittering Misty Mountain Silver Necklace	Necklace	50	Rare
Glittering Misty Mountain Silver Ring	Ring	50	Rare
Glittering Platinum Necklace	Necklace	40	Uncommon
Glittering Silver Necklace	Necklace	20	Uncommon
Glittering Silver Ring	Ring	20	Uncommon



JEWELLERY			
Name	Type	Level	Rarity
Glittering White Gold Ring	Ring	40	Uncommon
Glóin's Gold Ring	Ring	45	Rare
Gold Necklace	Necklace	30	Uncommon
Gold Ring	Ring	30	Uncommon
Gollos	Ring	50	Uncommon
Goluechor	Bracelet	10	Uncommon
Golugor	Ring	23	Rare
Grimbriar's Bracelet	Bracelet	17	Uncommon
Guardian of the Glade	Bracelet	26	Uncommon
Guardian's Badge	Pocket	40	Rare
Gurz Bane	Bracelet	10	Uncommon
Hammerhorn's Demise	Bracelet	30	Rare
Hanglos	Earring	8	Uncommon
Hannar's Crystal Earring	Earring	29	Rare
Hill-hunter's Lock	Pocket	45	Uncommon
Historian's Ring	Ring	33	Rare
Hithringor	Ring	50	Rare
Hunter of Wovenvales	Ring	40	Uncommon
Hunter's Badge	Pocket	46	Rare
Idhrinn	Ring	50	Rare
Inscribed Horn	Pocket	45	Rare
Isgor	Ring	25	Uncommon
Ithilin	Necklace	30	Rare
Khurrakh's Demise	Earring	48	Uncommon
Ladhigil	Necklace	43	Uncommon
Laerdan's Earring	Earring	50	Rare
Lieva's Sapphire Earring	Earring	18	Uncommon
Longor	Ring	44	Uncommon
Lord Glóin's Thanks	Ring	34	Uncommon
Lore-master's Badge	Pocket	40	Rare
Lothrinn	Ring	31	Uncommon
Lucky Coal	Pocket	44	Uncommon
Lucky Moonstone	Pocket	41	Rare
Malbellas	Necklace	18	Rare
Mallorn Leaf	Pocket	43	Rare
Manadlos	Earring	23	Uncommon
Mark of Kings	Jewelry	33	Rare
Master of Riddles	Bracelet	40	Rare
Medliechor	Bracelet	25	Uncommon
Memorium Ring	Ring	33	Uncommon
Milloch	Earring	12	Uncommon

JEWELLERY			
Name	Type	Level	Rarity
Millos	Earring	26	Uncommon
Minstrel's Badge	Pocket	41	Rare
Misty Mountain Silver Necklace	Necklace	50	Uncommon
Misty Mountain Silver Ring	Ring	50	Uncommon
Mithrilechor	Bracelet	44	Uncommon
Moonstone Ring	Ring	44	Rare
Munce's Ring	Ring	22	Uncommon
Mungo's Old Bracelet	Bracelet	12	Uncommon
Necklace	Necklace	1	Uncommon
Necklace of Harmony	Necklace	45	Incomparable
Necklace of Rhudaur	Necklace	32	Uncommon
Necklace of Valour	Necklace	45	Incomparable
Oakenbark's Redemption	Ring	31	Uncommon
Oakheart's Earring	Earring	36	Rare
Oakheart's Feather	Pocket	32	Rare
Olnathon's End	Necklace	28	Uncommon
Opal Necklace	Necklace	25	Uncommon
Orgrin's Band	Bracelet	30	Uncommon
Paladin's Bracelet	Bracelet	11	Uncommon
Paladin's Earring	Earring	11	Uncommon
Phial of the Swirling Waters	Pocket	50	Incomparable
Platinum Necklace	Necklace	40	Uncommon
Polished Adamant Necklace	Necklace	45	Rare
Polished Adamant Ring	Ring	45	Rare
Polished Beryl Necklace	Necklace	50	Incomparable
Polished Beryl Ring	Ring	50	Incomparable
Polished Bloodstone Ring	Ring	25	Rare
Polished Opal Necklace	Necklace	25	Rare
Polished Ruby Ring	Ring	35	Rare
Polished Sapphire Necklace	Necklace	35	Rare
Ranghash's Defeat	Bracelet	44	Uncommon
Red Feather	Pocket	35	Uncommon
Red Stone	Pocket	27	Uncommon
Rescued Gem	Pocket	43	Rare
Ring	Ring	1	Uncommon
Ring of Fortitude	Ring	45	Incomparable
Ring of Harmony	Ring	45	Incomparable
Ring of Mystery	Ring	45	Incomparable
Ring of the Eglain	Ring	29	Rare
Ronin	Necklace	50	Rare
Ruby Ring	Ring	1	Uncommon



JEWELLERY			
Name	Type	Level	Rarity
Rune Shard	Pocket	41	Uncommon
Ruthringor	Ring	44	Uncommon
Saelin	Necklace	50	Rare
Saeradan's Iron Bracelet	Bracelet	13	Uncommon
Sapphire Charm	Pocket	50	Uncommon
Sapphire Necklace	Necklace	35	Uncommon
Shadowy Necklace	Necklace	41	Incomparable
Shield Token	Pocket	35	Uncommon
Shimmering Ring	Ring	28	Uncommon
Shining Silver Necklace	Necklace	20	Rare
Shining Silver Ring	Ring	20	Rare
Silivrenzil	Bracelet	41	Rare
Silver Locket	Pocket	31	Uncommon
Silver Necklace	Necklace	20	Uncommon
Silver Ring	Ring	20	Uncommon
Snake-skin Locket	Pocket	30	Uncommon
Sparkling Platinum Necklace	Necklace	40	Rare
Sparkling White Gold Ring	Ring	40	Rare
Spider Talisman	Pocket	50	Uncommon
Splendid Misty Mountain Silver Necklace	Necklace	50	Rare
Splendid Misty Mountain Silver Ring	Ring	50	Rare
Spoke Breaker	Necklace	42	Uncommon
Stanric's Earring	Earring	28	Uncommon

JEWELLERY			
Name	Type	Level	Rarity
Stanric's Necklace	Necklace	26	Uncommon
Strange Rock	Pocket	35	Rare
Sunstone Ring	Ring	40	Rare
Svalfang's Fall	Necklace	30	Rare
Talloch	Earring	14	Uncommon
Tarburz's End	Earring	20	Uncommon
Tarechor	Bracelet	43	Uncommon
Taringor	Ring	28	Uncommon
The Wheelwright's Earring	Earring	22	Uncommon
Thornley's Revenge	Jewelry	16	Uncommon
Tinugor	Bracelet	47	Rare
Tirnengur	Necklace	45	Uncommon
Tookish Earring	Earring	9	Uncommon
Torang	Bracelet	13	Uncommon
Torinn	Bracelet	50	Uncommon
Trinket	Pocket	1	Uncommon
Trinket of Command	Pocket	45	Incomparable
Trinket of Fortitude	Pocket	45	Incomparable
Trinket of Mystery	Pocket	45	Incomparable
Turthann	Necklace	16	Rare
Underhill's Earring	Earring	10	Uncommon
Victory at Rath Teraig	Bracelet	15	Uncommon
White Gold Ring	Ring	40	Uncommon
White Tree Trinket	Trinket	33	Uncommon

CRAFTING TOOLS			
Name	Profession	Level	Bonuses
Ancient Iron Cooking Supplies	Cook	50	14% Cook Critical Success Chance
Ancient Iron Cooking Supplies	Cook	50	16% Cook Critical Success Chance
Ancient Iron Farming Tools	Farmer	50	-2.25 seconds from Farming time
Ancient Iron Farming Tools	Farmer	50	-2.5 seconds from Farming time
Ancient Iron Forester's Axe	Forester	50	-2.25 seconds from Forestry time
Ancient Iron Forester's Axe	Forester	50	-2.5 seconds from Forestry time
Ancient Iron Jeweller's Tools	Jeweller	50	14% Jeweller Critical Success Chance
Ancient Iron Jeweller's Tools	Jeweller	50	16% Jeweller Critical Success Chance
Ancient Iron Mining Pick	Prospector	50	-2.25 seconds from Mining time
Ancient Iron Mining Pick	Prospector	50	-2.5 seconds from Mining time
Ancient Iron Scholar's Glass	Scholar	50	14% Scholar Critical Success Chance
Ancient Iron Scholar's Glass	Scholar	50	16% Scholar Critical Success Chance
Ancient Iron Smithing Hammer	Metalsmith, Weaponsmith	50	14% Metalsmith Critical Success Chance
Ancient Iron Smithing Hammer	Metalsmith, Weaponsmith	50	16% Metalsmith Critical Success Chance
Ancient Iron Tailor's Tools	Tailor	50	14% Tailor Critical Success Chance
Ancient Iron Tailor's Tools	Tailor	50	16% Tailor Critical Success Chance
Ancient Iron Woodworking Tools	Woodworker	50	14% Woodworker Critical Success Chance
Ancient Iron Woodworking Tools	Woodworker	50	16% Woodworker Critical Success Chance

Equipment & Enchanted Items



CRAFTING TOOLS

Name	Profession	Level	Bonuses
Ancient Steel Cooking Supplies	Cook	50	18% Cook Critical Success Chance
Ancient Steel Cooking Supplies	Cook	50	20% Cook Critical Success Chance
Ancient Steel Farming Tools	Farmer	50	-2.75 seconds from Farming time
Ancient Steel Farming Tools	Farmer	50	-3 seconds from Farming time
Ancient Steel Forester's Axe	Forester	50	-2.75 seconds from Forestry time
Ancient Steel Forester's Axe	Forester	50	-3 seconds from Forestry time
Ancient Steel Jeweller's Tools	Jeweller	50	18% Jeweller Critical Success Chance
Ancient Steel Jeweller's Tools	Jeweller	50	20% Jeweller Critical Success Chance
Ancient Steel Mining Pick	Prospector	50	-2.75 seconds from Mining time
Ancient Steel Mining Pick	Prospector	50	-3 seconds from Mining time
Ancient Steel Scholar's Glass	Scholar	50	18% Scholar Critical Success Chance
Ancient Steel Scholar's Glass	Scholar	50	20% Scholar Critical Success Chance
Ancient Steel Smithing Hammer	Metalsmith, Weaponsmith	50	18% Metalsmith Critical Success Chance
Ancient Steel Smithing Hammer	Metalsmith, Weaponsmith	50	20% Metalsmith Critical Success Chance
Ancient Steel Tailor's Tools	Tailor	50	18% Tailor Critical Success Chance
Ancient Steel Tailor's Tools	Tailor	50	20% Tailor Critical Success Chance
Ancient Steel Woodworking Tools	Woodworker	50	18% Woodworker Critical Success Chance
Ancient Steel Woodworking Tools	Woodworker	50	20% Woodworker Critical Success Chance
Bronze Cooking Supplies	Cook	11	—
Bronze Cooking Supplies	Cook	11	1% Cook Critical Success Chance
Bronze Farming Tools	Farmer	11	—
Bronze Farming Tools	Farmer	11	-0.5 seconds from Farming time
Bronze Forester's Axe	Forester	11	—
Bronze Forester's Axe	Forester	11	-0.5 seconds from Forestry time
Bronze Jeweller's Tools	Jeweller	11	—
Bronze Jeweller's Tools	Jeweller	11	1% Jeweller Critical Success Chance
Bronze Mining Pick	Prospector	11	—
Bronze Mining Pick	Prospector	11	-0.5 seconds from Mining time
Bronze Scholar's Glass	Scholar	11	—
Bronze Scholar's Glass	Scholar	11	1% Scholar Critical Success Chance
Bronze Smithing Hammer	Metalsmith, Weaponsmith	11	—
Bronze Smithing Hammer	Metalsmith, Weaponsmith	11	1% Metalsmith Critical Success Chance
Bronze Tailor's Tools	Tailor	11	—
Bronze Tailor's Tools	Tailor	11	1% Tailor Critical Success Chance
Bronze Woodworking Tools	Woodworker	11	—
Bronze Woodworking Tools	Woodworker	11	1% Woodworker Critical Success Chance
Cooking Supplies	Cook	20	5% Cook Critical Success Chance
Dwarf-Steel Cooking Supplies	Cook	40	10% Cook Critical Success Chance
Dwarf-Steel Cooking Supplies	Cook	40	12% Cook Critical Success Chance
Dwarf-Steel Farming Tools	Farmer	40	-1.75 seconds from Farming time
Dwarf-Steel Farming Tools	Farmer	40	-2 seconds from Farming time
Dwarf-Steel Forester's Axe	Forester	40	-1.75 seconds from Forestry time
Dwarf-Steel Forester's Axe	Forester	40	-2 seconds from Forestry time
Dwarf-Steel Jeweller's Tools	Jeweller	40	10% Jeweller Critical Success Chance
Dwarf-Steel Jeweller's Tools	Jeweller	40	12% Jeweller Critical Success Chance
Dwarf-Steel Mining Pick	Prospector	40	-1.75 seconds from Mining time
Dwarf-Steel Mining Pick	Prospector	40	-2 seconds from Mining time
Dwarf-Steel Scholar's Glass	Scholar	40	10% Scholar Critical Success Chance
Dwarf-Steel Scholar's Glass	Scholar	40	12% Scholar Critical Success Chance
Dwarf-Steel Smithing Hammer	Metalsmith, Weaponsmith	40	10% Metalsmith Critical Success Chance
Dwarf-Steel Smithing Hammer	Metalsmith, Weaponsmith	40	12% Metalsmith Critical Success Chance
Dwarf-Steel Tailor's Tools	Tailor	40	10% Tailor Critical Success Chance
Dwarf-Steel Tailor's Tools	Tailor	40	12% Tailor Critical Success Chance
Dwarf-Steel Woodworking Tools	Woodworker	40	10% Woodworker Critical Success Chance
Dwarf-Steel Woodworking Tools	Woodworker	40	12% Woodworker Critical Success Chance



CRAFTING TOOLS

Name	Profession	Level	Bonuses
Farming Tools	Farmer	20	5% Forester Critical Success Chance
Forester's Axe	Forester	20	5% Forester Critical Success Chance
Inferior Cooking Supplies	Cook	1	-5% Cook Critical Success Chance
Inferior Farming Tools	Farmer	1	+3 seconds to Farming time
Inferior Forester's Axe	Forester	1	+3 seconds to Forestry time
Inferior Jeweller's Tools	Jeweller	1	-5% Jeweller Critical Success Chance
Inferior Mining Pick	Prospector	1	+3 seconds to Mining time
Inferior Scholar's Glass	Scholar	1	-5% Scholar Critical Success Chance
Inferior Smithing Hammer	Metalsmith, Weaponsmith	1	-5% Metalsmith Critical Success Chance
Inferior Tailor's Tools	Tailor	1	-5% Tailor Critical Success Chance
Inferior Woodworking Tools	Woodworker	1	-5% Woodworker Critical Success Chance
Iron Cooking Supplies	Cook	20	2% Cook Critical Success Chance
Iron Cooking Supplies	Cook	20	4% Cook Critical Success Chance
Iron Farming Tools	Farmer	20	-0.75 seconds from Farming time
Iron Farming Tools	Farmer	20	-1 second from Farming time
Iron Forester's Axe	Forester	20	-0.75 seconds from Forestry time
Iron Forester's Axe	Forester	20	-1 second from Forestry time
Iron Jeweller's Tools	Jeweller	20	2% Jeweller Critical Success Chance
Iron Jeweller's Tools	Jeweller	20	4% Jeweller Critical Success Chance
Iron Mining Pick	Prospector	20	-0.75 seconds from Mining time
Iron Mining Pick	Prospector	20	-1 second from Mining time
Iron Scholar's Glass	Scholar	20	2% Scholar Critical Success Chance
Iron Scholar's Glass	Scholar	20	4% Scholar Critical Success Chance
Iron Smithing Hammer	Metalsmith, Weaponsmith	20	2% Metalsmith Critical Success Chance
Iron Smithing Hammer	Metalsmith, Weaponsmith	20	4% Metalsmith Critical Success Chance
Iron Tailor's Tools	Tailor	20	2% Tailor Critical Success Chance
Iron Tailor's Tools	Tailor	20	4% Tailor Critical Success Chance
Iron Woodworking Tools	Woodworker	20	2% Woodworker Critical Success Chance
Iron Woodworking Tools	Woodworker	20	4% Woodworker Critical Success Chance
Jeweller's Tools	Jeweller	20	5% Jeweller Critical Success Chance
Scholar's Glass	Scholar	20	5% Scholar Critical Success Chance
Smithing Hammer	Metalsmith, Weaponsmith	20	5% Metalsmith Critical Success Chance
Steel Cooking Supplies	Cook	30	6% Cook Critical Success Chance
Steel Cooking Supplies	Cook	30	8% Cook Critical Success Chance
Steel Farming Tools	Farmer	30	-1.25 seconds from Farming time
Steel Farming Tools	Farmer	30	-1.5 seconds from Farming time
Steel Forester's Axe	Forester	30	-1.25 seconds from Forestry time
Steel Forester's Axe	Forester	30	-1.5 seconds from Forestry time
Steel Jeweller's Tools	Jeweller	30	6% Jeweller Critical Success Chance
Steel Jeweller's Tools	Jeweller	30	8% Jeweller Critical Success Chance
Steel Mining Pick	Prospector	30	-1.25 seconds from Mining time
Steel Mining Pick	Prospector	30	-1.5 seconds from Mining time
Steel Scholar's Glass	Scholar	30	6% Scholar Critical Success Chance
Steel Scholar's Glass	Scholar	30	8% Scholar Critical Success Chance
Steel Smithing Hammer	Metalsmith, Weaponsmith	30	6% Metalsmith Critical Success Chance
Steel Smithing Hammer	Metalsmith, Weaponsmith	30	8% Metalsmith Critical Success Chance
Steel Tailor's Tools	Tailor	30	6% Tailor Critical Success Chance
Steel Tailor's Tools	Tailor	30	8% Tailor Critical Success Chance
Steel Woodworking Tools	Woodworker	30	6% Woodworker Critical Success Chance
Steel Woodworking Tools	Woodworker	30	8% Woodworker Critical Success Chance
Tailor's Tools	Tailor	20	5% Tailor Critical Success Chance
Woodworking Tools	Woodworker	20	5% Woodworker Critical Success Chance



Monsters and Enemy NPCs

The Witch-king of Angmar does not act alone. Aided by Sauron in the East, the dark powers of Angmar are trying to enshroud the land of Eriador in the same turmoil, desecration, and ruin as when the Witch-king ruled Tol Ascarnen.

The threats to the land take many forms. In Ered Luin, Dwarves betray Dwarves, and the Shire has its share of bog creatures and brigands. Orcs invade the borders of Bree, and up in the North Downs, wraiths threaten anyone daring the dying Fields of Fornost. Safety hides in only small pockets throughout the Lone-lands, and you will be hard-pressed to reach Rivendell without a fight. Adventurers will face dangers at every turn, whether they be auroch, morroval, or wood-troll.



Black Riders will terrorize friends and allies if you don't stop them.

The following pages will give you insight into all the monsters and enemy NPCs in *The Lord of the Rings Online: Shadows of Angmar*. To find a foe, first look up the creature's family classification. For example, sickle-flies are under "Spiders and Insects," while barghests fall under "Beasts." "Health" indicates a creature's toughness at a particular level. In other words, the Health category won't tell you if a Level 12 creature is stronger than a Level 8 creature (which is almost always the case), but it will tell you how tough that creature is compared to all other creature types. Resistances highlight the monster's ability to withstand certain types of

damage—from Exceptional, representing the best of the best, to Poor, showing you the weakest in a particular category. Creatures also have a general description providing hints about the monsters' backgrounds and tendencies.

Challenge Type	Description
Swarm	Weaker than normal creatures
Normal	Standard creature strength
Signature	Moderate-to-difficult fight for a solo player
Elite	Foes designed for groups
Elite Master	Moderate boss creatures
Nemesis	Difficult fellowship bosses
Archnemesis	Raid-only, the most difficult challenges in the game

In each monster section, the Types List identifies each separate mob that falls in the category, along with minimum/maximum spawn levels, overall power level, special abilities, and mob locations.

Middle-earth's secret monster lore is now but a page-flip away. As you scout out a difficult encounter, you can study your foe and prepare the deadliest tactics. Before long, your knowledge may even surpass the mighty Rangers of the North.



Angmar's creatures are among the most formidable.

TYPES INDEX

ANCIENT EVIL

Gaunt-men.....	190
Merrevail.....	191
BEASTS	
Aurochs.....	192
Barghests.....	193
Bats.....	194
Bears.....	196
Birds.....	199
Boars.....	201
Cave-claws.....	203

Lynxes.....	203
Rats.....	207
Snow-beasts.....	205
Swamp Creatures.....	205
Wargs.....	209
Wolves.....	211

CREATURES OF NATURE

Bog-lurkers.....	214
Huorns.....	215
Roots.....	216

DRAGON-KIND

Drakes.....	217
Worms.....	219

DWARVES

Dwarves.....	219
--------------	-----

GIANT-KIND

Earth-kin.....	222
Giants.....	223

MEN

Angmarim.....	224
Brigands.....	227

Rhudaurim.....	231
Pale-folk.....	233

ORC-KIND

Goblins.....	234
Half-orcs.....	239
Orcs.....	241
Uruks.....	249

SPIDERS AND INSECTS

Crawlers.....	252
Midges.....	253
Neekerbreakers.....	254

TYPES INDEX (Continued)

Sickle-flies255	Wights263	TROLL-KIND	ETTENMOORS
Spiders256		Gorthorogs268	CREATURES274
THE DEAD	THE UNSEEN	Trolls269	BOSS MONSTERS282
Darkwaters260	Nazgûl267	Wood Trolls273	
Shades261	Wraiths267		

Ancient Evil

They are the creatures that should not be alive, yet still walk the land through mysterious means. The weight of years has deepened their malice and strengthened their hatred for those unlike them. The Ancient Evil will be among the toughest foes your fellowship fights in their travels.

RESISTANCES			
Songs	Cries	Magic	Physical
Average	Average	Exceptional	Average

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westernesse
Average	Average	Average	Weak	Average



Gaunt-men

Health: Average

Damage: Average

Description: In the First Age, these vile sorcerers were among the first to master the necromantic laws of the dead and raise spirits from their graves. Their preternatural magical essences hold ancient flesh on their bones, even as time takes its toll on their exteriors and seems to threaten to unravel skin and sinew at every step. The gaunt-men rule over wights and other creatures of the Dead, and avoid battling alone unless they've run out of options.

GAUNT-MAN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Caraneg	49	49	Elite Master	Melee	Common	Disease	East Angmar
Dannengil	48	49	Elite Master	Melee	Common	Fear	East Angmar
Durphadir	28	28	Elite Master	Melee	Common	Wounds	North Downs, Fields of Fornost
Ferndûr the Virulent (Boss)	49	49	Archnemesis	Melee	Common	Disease	East Angmar
Gaunt Battle-caller	22	23	Elite	Melee	Common	Wounds	Bree-land, Great Barrow



GAUNT-MAN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Gaunt Blight-caller	26	27	Elite	Melee	Common	—	Lone-lands, Agamaur
Gaunt Blight-caller	28	29	Elite	Melee	Common	—	Lone-lands, Haragmar
Gaunt Death-lord	52	53	Elite Master	Melee	Common	Fear	East Angmar
Gaunt Protector	29	30	Elite	Melee	Common	Wounds	Lone-lands, Agamaur
Gaunt Shade-caller	28	28	Elite Master	Melee	Common	Wounds	North Downs, Fields of Fornost
Gaunt War-singer	27	28	Elite	Melee	Common	Wounds	Lone-lands, Agamaur
Gaunt War-singer	29	30	Elite	Melee	Common	Wounds	Lone-lands, Haragmar
Gorthir	40	40	Elite Master	Melee	Common	—	Trollshaws, Nan Tornaeth
Gúrdring	40	40	Elite	Melee	Common	Disease	Trollshaws, Nan Tornaeth
Ivar the Bloodhand (Boss)	34	34	Elite Master	Melee	Common	Wounds	Lone-lands, Garth Agarwen
Klakki	31	31	Elite	Melee	Common	—	Lone-lands, Haragmar
Moringol	18	18	Elite	Melee	Common	Wounds	Bree-land, Barrow-downs
Reykur	31	31	Elite	Melee	Common	—	Lone-lands, Agamaur
Styggur	32	32	Elite Master	Melee	Common	Wounds	Lone-lands, Agamaur
Thadúr the Ravager (Boss)	23	23	Elite Master	Melee	Common	—	Bree-land, Great Barrow
Vilten	17	17	Elite	Melee	Common	Wounds	Bree-land, Old Forest



Merrevail

Health: Strong

Damage: Strong

Description: Descended from ancient batlike vampires, these creatures can no longer fly but host disturbed souls black with anger and loathing for mortal beings. If their lineage doesn't scare you, their combat prowess should; any battle with a morroval will be long, and expect to receive a pounding if you can survive to the end. They have been seen only in Angmar, which makes the rest of the world sleep a little easier.

MORROVAL TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Azgoth (Boss)	52	52	Nemesis	Melee	Common	Fear	Angmar, Carn Dûm
Bolgrukh	50	50	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Mistress of Darkness	43	43	Elite	Melee	Common	Fear	West Angmar, Ram Duath
Mormoz (Boss)	52	52	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Morroval	41	42	Signature	Melee	Common	Fear	West Angmar, Ram Duath
Morroval	49	50	Normal	Melee	Common	Fear	East Angmar, Steadfast Lands
Morroval Blood-drinker	47	48	Normal	Melee	Common	Fear	East Angmar
Morroval Blood-talon	50	51	Elite	Melee	Common	Fear	East Angmar
Morroval Flayer	50	50	Normal	Melee	Common	Fear	East Angmar, Steadfast Lands

MORROVAL TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Swift-talon Morroval	50	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Tarbâm	52	52	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Zûrthith	51	51	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm

Beasts

The most common creatures in Middle-earth come in many shapes and sizes. From the smallest vermin to the largest bears, beasts thrive in virtually all terrain. Some beasts even serve as pets to humanoid creatures.

RESISTANCES			
Songs	Cries	Magic	Physical
Weak	Exceptional	Average	Weak

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westernesses
Average	Average	Average	Average	Average



Aurochs

Health: Strong

Damage: Average

Description: The cattlelike aurochs generally roam the open plains of the North Downs and the foothills of the Misty Mountains. Though large in size, aurochs prefer to live a nonthreatening existence, away from other creatures. Upon approach, timid aurochs will flee; more aggressive aurochs will attack, but only after first snorting or digging their hooves into the ground as a warning. Legend has it that the great Boromir's horn may have been carved from a fabled auroch's descendant.

AUROCH TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Ancient Hoar-mantle	32	33	Elite	Melee	Common	Wounds	North Downs, Fornost
Aurochs Gorges-yearling	35	36	Elite	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Corrupt Gouge-horn	43	43	Elite	Melee	Common	Wounds	West Angmar
Defiant Hoar-mantle	32	33	Elite	Melee	Common	Wounds	North Downs, Rhunenlad
Docile Hoar-mantle	31	32	Elite	Melee	Common	Wounds	North Downs, Nan Amlug East
Fearsome Hoar-mantle	32	33	Elite	Melee	Common	Wounds	North Downs, Rhunenlad
Frost Mammoth	43	44	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Frostmantle	5	5	Signature	Melee	Common	Wounds	Ered Luin
Grazing Hoar-mantle	26	27	Elite	Melee	Common	Wounds	North Downs, Kingsfell
Great Hoar-mantle	31	32	Elite	Melee	Common	Wounds	North Downs, Fornost
Hoar-mantle Bull	32	33	Elite	Melee	Common	Wounds	North Downs, Nan Amlug East
Hoar-mantle Calf	25	26	Elite	Melee	Common	Wounds	North Downs, Kingsfell
Hoartusk	47	47	Elite Master	Melee	Common	Wounds	Misty Mountains, Giant Halls
Hoary-aurochs Bull	50	50	Elite	Melee	Common	Wounds	Trollshaws



AUROCH TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Hoary-aurochs Matron	49	50	Elite	Melee	Common	Wounds	Trollshaws
Hoary-aurochs Yearling	48	49	Elite	Melee	Common	Wounds	Trollshaws
Juvenile Hoar-mantle	30	31	Elite	Melee	Common	Wounds	North Downs, Nan Amlug East
Mammoth Bull	44	45	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Mammoth Elder	43	44	Elite	Melee	Common	Wounds	Misty Mountains, High Crags
Menacing Hoar-mantle	26	27	Elite	Melee	Common	Wounds	North Downs, Kingsfell
Placid Hoar-mantle	26	27	Elite	Melee	Common	Wounds	North Downs, Kingsfell
Rime Snow-mantle	40	41	Elite	Melee	Common	Wounds	Misty Mountains, Eastern Bruinen Source
Roving Hoar-mantle	31	32	Elite	Melee	Common	Wounds	North Downs, Nan Amlug East
Shaggy Snow-mantle	39	40	Elite	Melee	Common	Wounds	Misty Mountains, Eastern Bruinen Source
Snow-mantle Bull	39	40	Elite	Melee	Common	Wounds	Misty Mountains, Western Bruinen Source
Snow-mantle Cow	34	35	Elite	Melee	Common	Wounds	South Trollshaws
Snow-mantle Matron	38	39	Elite	Melee	Common	Wounds	Misty Mountains, Western Bruinen Source
Snow-mantle Maverick	35	35	Elite	Melee	Common	Wounds	South Trollshaws
Snowy Mammoth	42	43	Elite	Melee	Common	Wounds	Misty Mountains, High Crags
Strong Hoar-mantle	31	32	Elite	Melee	Common	Wounds	North Downs, Nan Amlug East
Strong Snow-mantle	37	37	Elite	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Thistledown Charger	49	50	Elite	Melee	Common	Wounds	Ettenmoors, Hithlad
Thistledown Grazer	48	49	Elite	Melee	Common	Wounds	Ettenmoors, Hithlad
Threatening Hoar-mantle	26	27	Elite	Melee	Common	Wounds	North Downs, Kingsfell
Trampletusk	20	20	Signature	Melee	Common	Wounds	North Downs, Kingsfell
Wandering Hoar-mantle	32	33	Elite	Melee	Common	Wounds	North Downs, Nan Amlug East
Wandering Snow-mantle	36	37	Elite	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Wretched Gouge-horn	42	42	Elite	Melee	Common	Wounds	West Angmar
Young Aurochs	2	3	Normal	Melee	Common	Wounds	Ered Luin
Young Aurochs	4	5	Normal	Melee	Common	Wounds	Ered Luin, Thorin's Hall
Young Hoar-mantle	25	26	Elite	Melee	Common	Wounds	North Downs, Kingsfell
Young Hoar-mantle	31	32	Elite	Melee	Common	Wounds	North Downs, Rhunenlad
Young Snow-mantle	33	34	Elite	Melee	Common	Wounds	South Trollshaws



Barghests

Health: Weak

Damage: Average

Description: You will only encounter barghests where the smell of carrion and rot is strong. These huge demon-dogs prowl graveyards and burial sites, such as Bree-land's Barrow-downs, as they are either attracted to the dead or lured to serve them in some cryptic way. Beware the barghest's teeth and fierce claws.



BARGHEST TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Bale-fang Barghest	47	48	Normal	Melee	Common	Fear	East Angmar
Baleful Barghest	12	14	Normal	Melee	Common	Fear	Bree-land, Barrow-downs
Barrow Hound	22	23	Normal	Melee	Common	Fear	Bree-land, Great Barrow
Clawing Barghest	22	23	Normal	Melee	Common	Fear	North Downs, Fields of Fornost
Cruel-grip Barghest	26	27	Normal	Melee	Common	Fear	North Downs, Fields of Fornost
Dread Barghest	25	26	Normal	Melee	Common	Fear	North Downs, Fields of Fornost
Dreadful Barghest	25	27	Normal	Melee	Common	Fear	Bree-land, Barrow-downs
Fearsome Barghest	11	13	Normal	Melee	Common	Fear	Bree-land, Barrow-downs
Fearsome Barghest	40	41	Signature	Melee	Common	Fear	North Downs, Fornost
Fell-grip Barghest	24	25	Normal	Melee	Common	Fear	North Downs, Fields of Fornost
Foul Barghest	16	16	Normal	Melee	Common	Fear	Bree-land, Barrow-downs
Ghastly Barghest	18	19	Normal	Melee	Common	Fear	North Downs, Greenway
Grim Barghest	18	20	Normal	Melee	Common	Fear	North Downs
Harrowing Barghest	26	28	Elite	Melee	Common	Fear	Bree-land, Barrow-downs
Horrid Barghest	26	28	Normal	Melee	Common	Fear	Bree-land, Barrow-downs
Horrid Barghest	40	41	Signature	Melee	Common	Fear	North Downs, Fornost
Horrific Barghest	12	14	Elite	Melee	Common	Fear	Bree-land, Barrow-downs
Mîgul (Boss)	41	41	Elite	Melee	Common	Fear	North Downs, Fornost
Ryk (Boss)	41	41	Elite	Melee	Common	Fear	North Downs, Fornost
Stout-grip Barghest	16	17	Normal	Melee	Common	Fear	Bree-land, Barrow-downs
Strong-grip Barghest	15	15	Normal	Melee	Common	Fear	Bree-land, Barrow-downs
Terrible Barghest	25	27	Elite	Melee	Common	Fear	Bree-land, Barrow-downs
Terrifying Barghest	11	13	Elite	Melee	Common	Fear	Bree-land, Barrow-downs
Tûm (Boss)	41	41	Elite	Melee	Common	Fear	North Downs, Fornost
Vile Barghest	14	15	Normal	Melee	Common	Fear	Bree-land, Barrow-downs



Bats

Health: Weak

Damage: Weak

Description: Folks around Bree-land and the Shire think of these mammals as nocturnal nightmares that inhabit caves and, when disturbed, flutter about like the dark clouds brooding over Mordor. However, many Middle-earth bats can brave the sunlight, and swarm over prey that approaches too close to their heightened senses. During the Battle of Five Armies, bats allied with goblins, and they have been associated with that dank ilk since.

BAT TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Baleful Shadow-wing	26	27	Swarm	Melee	Common	Stunning Cry	North Downs, Fields of Fornost
Black Shadow Bat	35	36	Swarm	Melee	Common	Stunning Cry	Trollshaws, Bruinen Gorges
Blighted Shadow-wing	40	41	Swarm	Melee	Common	Stunning Cry	North Downs, Fornost

Monsters and Enemy NPCs



BAT TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Brown Bat	5	7	Swarm	Melee	Common	Stunning Cry	Shire, Hobbiton-Bywater
Brown Bat	5	7	Swarm	Melee	Common	Stunning Cry	Shire, Michel Delving
Brown Bat	6	8	Swarm	Melee	Common	Stunning Cry	Shire, Tookland
Chittering Darkclaw	39	41	Swarm	Melee	Common	Stunning Cry	Trollshaws, Giant Valley
Chittering Gloom-wing	14	14	Swarm	Melee	Common	Stunning Cry	Bree-land, Old Forest
Chittering Rock-claw	16	17	Swarm	Melee	Common	Stunning Cry	Lone-lands, Weather Hills
Corrupt Darkclaw	33	34	Swarm	Melee	Common	Stunning Cry	South Trollshaws
Corrupt Red Swamp Bat	23	24	Swarm	Melee	Common	Stunning Cry	Lone-lands, Haragmar
Dark Shadow Bat	33	34	Swarm	Melee	Common	Stunning Cry	South Trollshaws
Deadly Shadow-wing	31	32	Swarm	Melee	Common	Stunning Cry	North Downs, Rhunenlad
Diseased Chill-wind	10	10	Swarm	Melee	Common	Stunning Cry	Ered Luin, Rath Teraig
Dusk Bat	15	16	Swarm	Melee	Common	Stunning Cry	Lone-lands
Elder Dusk Bat	16	17	Swarm	Melee	Common	Stunning Cry	Lone-lands
Elder Swamp Bat	24	25	Swarm	Melee	Common	Stunning Cry	Lone-lands, Harloeg
Flittering Gloom-wing	12	13	Swarm	Melee	Common	Stunning Cry	Bree-land, Old Forest
Flitting Bat	10	10	Swarm	Melee	Common	Stunning Cry	Shire, Greenfields
Giant Bloodfang	50	50	Swarm	Melee	Common	Disease, Stunning Cry	Angmar, Carn Dûm
Gloaming Bat	21	24	Swarm	Melee	Common	Stunning Cry	North Downs, Drake Foothills
Gloaming Bat	24	27	Swarm	Melee	Common	Stunning Cry	North Downs, Ram Duath
Gloom Bat	27	30	Swarm	Melee	Common	Stunning Cry	North Downs
Gloom Bat	30	34	Swarm	Melee	Common	Stunning Cry	North Downs
Gloom-gaze	15	15	Signature	Melee	Common	Stunning Cry	Bree-land, Old Forest
Great Brown Bat	10	12	Swarm	Melee	Common	Stunning Cry	Shire, Rushock Bog
Great Brown Bat	11	13	Swarm	Melee	Common	Stunning Cry	Shire, Bindbole Wood
Great Brown Bat	12	14	Swarm	Melee	Common	Stunning Cry	Shire, Greenfields
Great Shadow Bat	34	35	Swarm	Melee	Common	Stunning Cry	Trollshaws, Bruinen Gorges
Grimclaw Chill-wind	9	10	Swarm	Melee	Common	Stunning Cry	Ered Luin, Low-Lands
Horrid Swamp Bat	25	26	Swarm	Melee	Common	Stunning Cry	Lone-lands, Harloeg
Leatherwing Bloodfang	50	50	Swarm	Melee	Common	Stunning Cry	Angmar, Carn Dûm
Murk Bat	25	27	Swarm	Melee	Common	Stunning Cry	North Downs
Rabid Shadow-wing	37	37	Swarm	Melee	Common	Stunning Cry	North Downs, Fornost
Rock Bat	15	17	Swarm	Melee	Common	Stunning Cry	Lone-lands, Weather Hills
Rotting Red Swamp Bat	20	21	Swarm	Melee	Common	Stunning Cry	Lone-lands, Haragmar
Shadow Bat	32	33	Swarm	Melee	Common	Stunning Cry	South Trollshaws
Shadow-wing Breeder	33	35	Swarm	Melee	Common	Stunning Cry	North Downs
Shrieking Chill-wind	10	10	Swarm	Melee	Common	Stunning Cry	Ered Luin, Low-Lands
Shrieking Gloom-wing	13	14	Swarm	Melee	Common	Stunning Cry	Bree-land, Old Forest
Swamp Bat	23	24	Swarm	Melee	Common	Stunning Cry	Lone-lands, Harloeg
Vile Red Swamp Bat	22	23	Swarm	Melee	Common	Stunning Cry	Lone-lands, Haragmar
Whiskered Bat	7	9	Swarm	Melee	Common	Stunning Cry	Shire, Eastfarthing



BAT TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Whiskered Bat	8	10	Swarm	Melee	Common	Stunning Cry	Shire, Green Hill Country
Wild Bloodfang	48	49	Swarm	Melee	Common	Stunning Cry	East Angmar, Steadfast Lands



Bears

Health: Weak

Damage: Average

Description: From small bear cubs to large brown bears, these powerful animals populate Eriador in almost any type of terrain, though they prefer wooded areas away from civilization. Only the most aggressive will attack on sight; most other bears will give a warning growl if you stray too close. If you spot a bear cub, you may be in a dangerous area—adult bears will not be far behind, and they are very protective of their young.

BEAR TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Adolescent Brown-bear	6	6	Normal	Melee	Common	Wounds	Bree-land, Combe
Adult Bear	14	14	Normal	Melee	Common	Wounds	Bree-land
Agitated Barkshredder	18	18	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Ancient Ash-bear	42	42	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Ancient Field-bear	32	33	Elite	Melee	Common	—	North Downs, Fornost
Angry Bear	17	18	Normal	Melee	Common	Wounds	Bree-land, Barrow-downs
Arctic Bear Mother	41	41	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Barkshredder Cub	12	13	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Barkshredder Mother	13	13	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Barkshredder Sentinel	13	13	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Barkshredder Yearling	12	12	Normal	Melee	Common	—	Bree-land, Old Forest
Bear Cub	14	14	Normal	Melee	Common	Wounds	Bree-land
Bear Mother	11	12	Normal	Melee	Common	Wounds	Bree-land
Bear Yearling	12	13	Normal	Melee	Common	Wounds	Bree-land
Big Black-bear	10	10	Signature	Melee	Common	Wounds	Shire, Bindbole Wood
Black-bear Cub	7	7	Normal	Melee	Common	—	Shire, Bindbole Wood
Black-bear Cub	7	11	Normal	Melee	Common	—	Shire, Bindbole Wood
Black-bear Cub	10	12	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Black-bear Mother	6	10	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Black-bear Mother	10	12	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Black-bear Whelp	6	10	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Blackclaw	18	18	Signature	Melee	Common	Wounds	Bree-land, Barrow-downs
Blighted Mountain-bear	38	39	Normal	Melee	Common	Wounds	Trollshaws, Nan Tornaeth
Brandy-hills Bear	14	15	Normal	Melee	Common	Wounds	Bree-land, Brandywine Hills
Brandy-hills Cub	14	15	Normal	Melee	Common	—	Bree-land, Brandywine Hills
Brandy-hills Matron	14	15	Normal	Melee	Common	Wounds	Bree-land, Brandywine Hills

Monsters and Enemy NPCs



BEAR TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Brandy-Wood Bear	15	16	Normal	Melee	Common	Wounds	Bree-land, Brandywine Woods
Brandy-Wood Cub	15	16	Normal	Melee	Common	—	Bree-land, Brandywine Woods
Brandy-Wood Matron	15	16	Normal	Melee	Common	Wounds	Bree-land, Brandywine Woods
Coldbear	53	53	Nemesis	Melee	Common	Wounds	Misty Mountains
Corrupted Lake-bear	27	28	Normal	Melee	Common	Wounds	North Downs
Curious Bear	10	11	Normal	Melee	Common	Wounds	Bree-land
Deadly Field-bear	22	23	Normal	Melee	Common	Wounds	North Downs, Fields of Fornost
Downs-bear Cub	21	22	Normal	Melee	Common	Wounds	North Downs, Annundir
Dreadful Field-bear	24	25	Normal	Melee	Common	Wounds	North Downs, Fields of Fornost
Driftclaw	45	45	Signature	Melee	Common	Wounds	Misty Mountains, Giant Halls
Elder Bear	6	6	Normal	Melee	Common	Wounds	Bree-land, Archet
Elder Silvertip Bear	20	21	Normal	Melee	Common	Wounds	North Downs, Fields of Fornost
Elder Snow-bear	39	40	Normal	Melee	Common	Wounds	Misty Mountains, Western Bruinen Source
Enraged Barkshredder	11	11	Normal	Melee	Common	Wounds	Bree-land
Feral Brown-bear	7	7	Normal	Melee	Common	Wounds	Bree-land, Combe
Field-bear Cub	30	31	Elite	Melee	Common	Wounds	North Downs, Fornost
Fierce Black-bear	6	10	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Fierce Black-bear	10	13	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Foraging Bear	14	14	Normal	Melee	Common	Wounds	Bree-land
Foraging Brown-bear	8	9	Normal	Melee	Common	Wounds	Bree-land, Chetwood South
Foraging Downs-bear	23	24	Normal	Melee	Common	Wounds	North Downs, Annundir
Foraging Wood-bear	9	9	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Frenzied Fell-maw	49	50	Normal	Melee	Common	Wounds	Ettenmoors, Arador's End
Giant Snow-bear	43	44	Normal	Melee	Common	Wounds	Misty Mountains, Giant Halls
Great Hill-bear	10	11	Normal	Melee	Common	Wounds	Ered Luin, Haudh Lin
Grizzly Bear	40	40	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Grizzly Bear Mother	39	39	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Guardian Bear	9	10	Normal	Melee	Common	Wounds	Bree-land, Barrow-downs
Hill-bear	20	22	Normal	Melee	Common	Wounds	North Downs
Hill-bear	22	24	Normal	Melee	Common	Wounds	North Downs
Hill-bear Cub	9	10	Normal	Melee	Common	—	Ered Luin, Haudh Lin
Hill-bear Cub	18	18	Normal	Melee	Common	—	North Downs
Hill-bear Mother	20	22	Normal	Melee	Common	Wounds	North Downs
Hill-bear Mother	22	24	Normal	Melee	Common	Wounds	North Downs
Huge Snow-bear	42	43	Normal	Melee	Common	Wounds	Misty Mountains, High Crags
Hulking Snow-bear	43	44	Normal	Melee	Common	Wounds	Misty Mountains, Giant Halls
Hungry Bear	15	15	Normal	Melee	Common	Wounds	Bree-land
Hungry Downs-bear	29	30	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Hungry Mountain-bear	39	40	Normal	Melee	Common	Wounds	North Trollshaws
Juvenile Bear	10	10	Normal	Melee	Common	—	Bree-land



BEAR TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Lake-bear	13	14	Normal	Melee	Common	Wounds	Bree-land
Lake-bear	25	27	Normal	Melee	Common	Wounds	North Downs
Lake-bear Cub	18	18	Normal	Melee	Common	—	North Downs
Lake-bear Mother	25	27	Normal	Melee	Common	Wounds	North Downs
Lakes Yearling	13	14	Normal	Melee	Common	—	Bree-land
Large Hill-bear	9	10	Normal	Melee	Common	Wounds	Ered Luin, Haudh Lin
Large Snow-bear	39	40	Normal	Melee	Common	Wounds	Misty Mountains, Western Bruinen Source
Maddened Field-bear	26	26	Normal	Melee	Common	Wounds	North Downs, Fields of Fornost
Mature Black-bear	11	11	Normal	Melee	Common	Wounds	Shire, Greenfields
Mature Hill-bear	10	10	Normal	Melee	Common	Wounds	Shire, Green Hill Country
Mature Thickjaw	7	8	Normal	Melee	Common	Wounds	Ered Luin, Vale of Thrain
Menacing Thickjaw	10	11	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Moors-bear	37	38	Normal	Melee	Common	Wounds	Trollshaws, High Moor
Moors-bear Cub	36	37	Normal	Melee	Common	—	Trollshaws, High Moor
Moors-bear Mother	38	39	Normal	Melee	Common	Wounds	Trollshaws, High Moor
Morningthaw Warden	48	49	Normal	Melee	Common	Wounds	Ettenmoors, Coldfells
Mountain-bear Cub	42	43	Normal	Melee	Common	—	Misty Mountains, Giant Halls
Mountain-bear	37	38	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Mountain-bear Protector	36	37	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Mountain-bear Whelp	35	36	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Old Bloodpaw	5	5	Signature	Melee	Common	Wounds	Bree-land, Archet
Old Broadpaw	9	9	Signature	Melee	Common	Wounds	Shire, Bindbole Wood
Old Goldhead	50	50	Nemesis	Melee	Common	—	Ettenmoors, Coldfells
Silvertip Bear	17	18	Normal	Melee	Common	Wounds	North Downs, Greenway
Silvertip Bear Cub	15	15	Normal	Melee	Common	—	North Downs, Greenway
Silvertip Bear Mother	16	17	Normal	Melee	Common	Wounds	North Downs, Greenway
Small Hill-bear	9	9	Normal	Melee	Common	Wounds	Shire, Green Hill Country
Small Snow-bear	38	39	Normal	Melee	Common	—	Misty Mountains, Western Bruinen Source
Snarler	14	14	Signature	Melee	Common	Wounds	Bree-land, Andrath
Snow-bear Cub	48	49	Normal	Melee	Common	—	Misty Mountains
Snow-bear Matron	48	49	Normal	Melee	Common	Wounds	Misty Mountains
Snow-bear Matron	50	51	Elite	Melee	Common	Wounds	Misty Mountains
Snow-bear Mother	42	43	Normal	Melee	Common	Wounds	Misty Mountains, High Crags
Snow-bear Patriarch	49	50	Elite	Melee	Common	—	Misty Mountains
Snow-bear Patriarch	49	50	Normal	Melee	Common	Wounds	Misty Mountains
Steelmaw	39	39	Signature	Melee	Common	Wounds	Trollshaws, Nan Tornaeth
Tawny Brown-bear	5	6	Normal	Melee	Common	Wounds	Bree-land, Archet
Tawny Wood-bear	8	8	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Thickjaw Cub	7	8	Normal	Melee	Common	—	Ered Luin, Vale of Thrain
Troll Hills Bear Cub	38	39	Normal	Melee	Common	—	North Trollshaws

Monsters and Enemy NPCs



BEAR TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Troll Hills Bear Mother	40	41	Normal	Melee	Common	Wounds	North Trollshaws
Trollshaws Bear	35	36	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Trollshaws Bear Cub	34	35	Normal	Melee	Common	—	Trollshaws, Bruinen Gorges
Trollshaws Bear Mother	36	37	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Vale-bear Mother	7	8	Normal	Melee	Common	Wounds	Ered Luin, Vale of Thrain
Vicious Hill-bear	13	14	Normal	Melee	Common	Wounds	Ered Luin, Haudh Lin
Vicious Mountain-bear	37	38	Normal	Melee	Common	Wounds	Trollshaws, High Moor
Wood-bear Cub	7	7	Normal	Melee	Common	—	Shire, Bindbole Wood
Wood-bear Mother	9	9	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Wood-bear Yearling	7	7	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Young Arctic Bear	40	40	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Young Bear	13	14	Normal	Melee	Common	Wounds	Bree-land
Young Black-bear	5	10	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Young Black-bear	10	10	Normal	Melee	Common	Wounds	Shire, Greenfields
Young Black-bear	10	11	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Young Downs-bear	28	29	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Young Grizzly Bear	38	38	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Young Hill-bear	10	11	Normal	Melee	Common	Wounds	Ered Luin, Haudh Lin
Young Mountain-bear	41	42	Normal	Melee	Common	—	Misty Mountains, High Crags
Young Silvertip Bear	15	16	Normal	Melee	Common	Wounds	North Downs, Greenway
Young Silvertip Bear	16	17	Normal	Melee	Common	Wounds	North Downs, Greenway
Young Thicketjaw	10	11	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Young Vale-bear	7	8	Normal	Melee	Common	Wounds	Ered Luin, Vale of Thrain
Young Wood-bear	8	8	Normal	Melee	Common	Wounds	Shire, Bindbole Wood



Birds

Health: Weak

Damage: Weak

Description: The birds of Middle-earth are vast and varied. You may find the crebain, the raven spies of darker powers; the hendrevail, creatures of cliffs and peaks; or even the splendid eagles of the Ettenmoors. The birds that serve the Shadow will certainly slow your travels, but high-powered Lore-masters have been known to train the great eagles to aid them on their quests.

BIRD TYPES (CREBAIN)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Craban	12	13	Swarm	Melee	Common	—	Bree-land, Buckland
Craban Scout	15	16	Swarm	Melee	Common	—	Bree-land, Barrow-downs
Craban Spy	17	18	Swarm	Melee	Common	—	Bree-land, Chetwood North
Cruel-beak Scout	27	27	Swarm	Melee	Common	—	North Downs



BIRD TYPES (CREBAIN)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Cruel-beak Scout	35	36	Swarm	Melee	Common	—	North Downs, Fornost
Cruel-beak Sentry	20	21	Swarm	Melee	Common	—	North Downs, Greenway
Cruel-beak Shrieker	35	36	Swarm	Melee	Common	—	North Downs, Fornost
Cruel-beak Spy	24	24	Swarm	Melee	Common	—	North Downs
Cruel-beak Watcher	23	23	Swarm	Melee	Common	—	North Downs
Fell Cruel-beak	36	36	Swarm	Melee	Common	—	North Downs, Fornost
Gore-crow Lookout	18	19	Swarm	Melee	Common	—	Lone-lands
Gore-crow Sentinel	23	24	Swarm	Melee	Common	—	Lone-lands
Gore-crow Spotter	22	23	Swarm	Melee	Common	—	Lone-lands
Gore-crow Watcher	19	20	Swarm	Melee	Common	—	Lone-lands
Iron-beak Lookout	44	45	Swarm	Melee	Common	—	East Angmar
Iron-beak Minion	50	50	Elite	Melee	Common	—	East Angmar, Urugarth
Iron-beak Spy	44	45	Swarm	Melee	Common	—	East Angmar, Carn Dûm
Iron-beak Warden	46	47	Swarm	Melee	Common	—	East Angmar, Urugarth
Iron-beak Watcher	46	47	Swarm	Melee	Common	—	East Angmar
Moor-crow Lookout	36	37	Swarm	Melee	Common	—	Trollshaws, High Moor
Moor-crow Sentinel	38	39	Swarm	Melee	Common	—	Trollshaws
Moor-crow Shrieker	44	45	Swarm	Melee	Common	—	Trollshaws
Moor-crow Spy	43	44	Swarm	Melee	Common	—	Trollshaws
Moor-crow Watcher	39	40	Swarm	Melee	Common	—	Trollshaws
Pecking Craban	18	19	Swarm	Melee	Common	—	Bree-land
Sharp-eye Lookout	19	20	Swarm	Melee	Common	—	Lone-lands, Weather Hills
Sharp-eye Scout	18	19	Swarm	Melee	Common	—	Lone-lands, Weather Hills
Sharp-eye Sentinel	19	19	Swarm	Melee	Common	—	Lone-lands, Weather Hills
Sharp-eye Watcher	20	20	Swarm	Melee	Common	—	Lone-lands, Weather Hills
Sun-touched Eagle	48	49	Normal	Melee	Common	—	Ettenmoors, Coldfells
Thorn-talon Scout	15	16	Swarm	Melee	Common	—	Lone-lands, Weather Hills
Thorn-talon sentry	16	17	Swarm	Melee	Common	—	Lone-lands, Weather Hills
Wandering Cruel-beak	22	23	Swarm	Melee	Common	—	North Downs, Greenway

BIRD TYPES (HENDREVAIL)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Biting North-hawk	25	26	Swarm	Melee	Common	—	North Downs, Nan Amlug West
Cliff Hendroval	9	10	Swarm	Melee	Common	—	Ered Luin, Haudh Lin
Darting North-hawk	28	29	Swarm	Melee	Common	—	North Downs, Nan Amlug West
Deadly Crag-hawk	39	40	Swarm	Melee	Common	—	Misty Mountains, High Crags
Deathshadow Tracker	36	38	Swarm	Melee	Common	—	Angmar, Ram Duath
Hendroval Canopy-darter	10	11	Swarm	Melee	Common	—	Ered Luin, Haudh Lin
Hunting North-hawk	28	29	Swarm	Melee	Common	—	North Downs, Nan Amlug West
Mountain Hendroval	5	6	Swarm	Melee	Common	—	Ered Luin, Thorin's Gate



BIRD TYPES (HENDREVAL)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Peaks Hendroval	7	8	Swarm	Melee	Common	—	Ered Luin, Vale of Thrain
Stooping Hendroval	40	43	Swarm	Melee	Common	—	Angmar
Swift Crag-hawk	35	36	Swarm	Melee	Common	—	Trollshaws, Bruinen Gorges
Swift Deathshadow	42	45	Swarm	Melee	Common	—	Angmar
Swooping Hendroval	2	3	Swarm	Melee	Common	—	Ered Luin
Vale Hendroval	7	8	Swarm	Melee	Common	—	Ered Luin, Vale of Thrain



Boars

Health: Weak

Damage: Average

Description: A small boar's tusks might only shave your shin, but a boar that comes up to your shoulders could do much worse. You don't want to mess with some of the tougher boars, unless you have a trusty bow ready or a strong group of friends at your side. Alas, boars find their homes in many of the Eriador regions, so you will run into them often, especially since they like to carouse in fields, often along well-traveled paths or main trade routes.

BOAR TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Angry Broadtooth	9	9	Normal	Melee	Common	—	Shire, Bindbole Wood
Angry Razortooth	21	22	Normal	Melee	Common	—	North Downs, Annundir
Angry Splintertusk	12	13	Normal	Melee	Common	—	Bree-land, South Bree-fields
Angry Tusker	6	6	Normal	Melee	Common	—	Shire, Michel Delving
Brandy-hills Swine	14	15	Normal	Melee	Common	—	Bree-land, Brandywine Hills
Brandy-Wood Swine	15	16	Normal	Melee	Common	—	Bree-land, Brandywine Woods
Brandy-Wood Tusker	15	16	Normal	Melee	Common	—	Bree-land, Brandywine Woods
Bristlehide Piglet	2	3	Normal	Melee	Common	—	Bree-land, Archet
Bristlehide Sow	38	39	Normal	Melee	Common	—	Misty Mountains, Western Bruinen Source
Broken-tusk Bristlehide	8	10	Normal	Melee	Common	—	Bree-land, Chetwood North
Broken-tusk Scrubrunner	16	17	Normal	Melee	Common	—	Lone-lands
Broken-tusk Thicksnout	27	28	Normal	Melee	Common	—	Lone-lands
Crazed Broadtooth	8	8	Normal	Melee	Common	Disease	Shire, Bindbole Wood
Diseased Bristlehide	4	5	Normal	Melee	Common	Disease	Bree-land, Archet
Elder Scrub Boar	17	18	Normal	Melee	Common	—	Lone-lands
Elder Stonehoof	33	34	Normal	Melee	Common	—	South Trollshaws
Enraged Razortooth	22	23	Normal	Melee	Common	—	North Downs, Annundir
Enraged Splintertusk	10	10	Normal	Melee	Common	—	Bree-land, South Bree-fields
Fly-ridden Splintertusk	12	13	Normal	Melee	Common	Disease	Bree-land, North Bree-fields
Foul Thicktusk	6	7	Normal	Melee	Common	Disease	Ered Luin, Fen Ethuil
Frenzied Longtooth	11	12	Normal	Melee	Common	—	Bree-land, Andraith



BOAR TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Giant Grey Stonehoof	37	37	Normal	Melee	Common	—	Trollshaws, High Moor
Great Ironhoof	42	43	Normal	Melee	Common	—	West Angmar
Great Stonehoof	37	38	Normal	Melee	Common	—	Trollshaws, High Moor
Grimgore	45	45	Signature	Melee	Common	—	West Angmar
Grishskum	9	9	Signature	Melee	Common	—	Shire, Bindbole Wood
Gryttur	7	7	Signature	Melee	Common	—	Ered Luin, Fen Ethuil
Guardian Boar	5	5	Signature	Melee	Common	—	Bree-land, Chetwood South
Hill Tusker	8	9	Normal	Melee	Common	—	Shire, Green Hill Country
Ironhide	18	18	Signature	Melee	Common	—	Lone-lands, Weather Hills
Lakes Swine	13	14	Normal	Melee	Common	—	Bree-land
Lakes Tusker	13	14	Normal	Melee	Common	—	Bree-land
Large Scrubrunner	15	16	Normal	Melee	Common	—	Lone-lands
Long-grass Swine	11	11	Normal	Melee	Common	—	Shire, Greenfields
Long-grass Tusker	10	10	Normal	Melee	Common	—	Shire, Greenfields
Long-tusk Scrubrunner	17	18	Normal	Melee	Common	—	Lone-lands
Mad Bristlehide	6	6	Signature	Melee	Common	Disease	Bree-land, Archet
Maddened Razortooth	21	22	Normal	Melee	Common	—	North Downs, Greenway
Maddened Shattertusk	16	17	Normal	Melee	Common	—	Lone-lands, Weather Hills
Old Bloodtusk	5	5	Signature	Melee	Common	—	Bree-land, Archet
Rabid Bristlehide	6	7	Normal	Melee	Common	Disease	Bree-land, Combe
Rabid Splintertusk	12	12	Normal	Melee	Common	Disease	Bree-land, South Bree-fields
Rampaging Bristlehide	8	10	Normal	Melee	Common	—	Bree-land, Chetwood South
Restless Broadtooth	8	8	Normal	Melee	Common	—	Shire, Bindbole Wood
Restless Longtooth	11	11	Normal	Melee	Common	—	Bree-land, Andrath
Restless Thicktusk	6	7	Normal	Melee	Common	—	Ered Luin, Fen Ethuil
Roaming Thicktusk	6	7	Normal	Melee	Common	—	Ered Luin, Fen Ethuil
Sickly Razortooth	32	34	Normal	Melee	Common	Disease	North Downs, Fornost
Splintertusk Mauler	10	11	Normal	Melee	Common	—	Bree-land, South Bree-fields
Splintertusk Sow	12	12	Normal	Melee	Common	—	Bree-land, North Bree-fields
Stone Hide Boar	18	19	Normal	Melee	Common	—	North Downs
Stone Tusk Boar	15	17	Normal	Melee	Common	—	North Downs, Greenway
Stone Tusker	17	18	Normal	Melee	Common	—	North Downs
Sturdy Long-tusk	28	29	Normal	Melee	Common	—	Lone-lands
Thicktusk Sow	6	7	Normal	Melee	Common	—	Ered Luin, Fen Ethuil
Vicious Shattertusk	17	18	Normal	Melee	Common	—	Lone-lands, Weather Hills
Wandering Boar	18	20	Normal	Melee	Common	—	North Downs
Wild Broadtooth	7	7	Normal	Melee	Common	—	Shire, Bindbole Wood
Wild Razortooth	20	21	Normal	Melee	Common	—	North Downs, Greenway
Wild Tusker	7	7	Normal	Melee	Common	—	Shire, Michel Delving
Yellowtusk	13	13	Signature	Melee	Common	Disease	Bree-land, South Bree-fields



Cave-Claws

Health: Weak

Damage: Weak

Description: Deep underground, you may spot the scuttling, molelike cave-claw. Not often found out in the light, these secluded creatures get their name from their clawlike beaks, which can impale enemies. Bony protrusions protect a cave-claw's head and body, and if it wasn't for their rather small size, the cave-claw could be a formidable foe in a close-quarters struggle.

CAVE-CLAW TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Blade-beak Burrower	51	52	Normal	Melee	Common	Wounds	East Angmar
Blade-beak Digger	46	47	Normal	Melee	Common	Wounds	East Angmar
Blade-beak Ravager	40	41	Normal	Melee	Common	Wounds	West Angmar, Ram Duath
Blade-beak Scythe	46	47	Normal	Melee	Common	Wounds	East Angmar
Blade-beak Tunneler	51	52	Signature	Melee	Common	Wounds	East Angmar
Burrowing Whiskerback	40	41	Normal	Melee	Common	Wounds	North Trollshaws
Cave-claw Burrower	3	3	Normal	Melee	Common	Wounds	Ered Luin
Cave-claw Digger	6	6	Normal	Melee	Common	Wounds	Ered Luin, Thorin's Gate
Foraging Cave-claw	5	6	Normal	Melee	Common	Wounds	Ered Luin, Thorin's Gate
Foul Blade-beak	50	51	Normal	Melee	Common	Wounds	East Angmar
Foul Milkeye	10	11	Normal	Melee	Common	Wounds	Ered Luin, Rath Teraig
Frostfell Earth-mover	49	50	Normal	Melee	Common	Wounds	Ettenmoors, Arador's End
Frostfell Fell-talon	48	49	Normal	Melee	Common	Wounds	Ettenmoors, Arador's End
Hill-claw of Cerin Gond	40	40	Normal	Melee	Common	Wounds	Angmar
Juvenile Cave-claw	3	3	Normal	Melee	Common	Wounds	Ered Luin
Milkeye Burrower	11	11	Normal	Melee	Common	Wounds	Ered Luin, Rath Teraig
Monstrous Whiskerback	34	34	Signature	Melee	Common	Wounds	South Trollshaws
Weak Cave-claw	1	1	Swarm	Melee	Common	Wounds	Ered Luin, Thorin's Gate
Whiskerback Digger	34	35	Normal	Melee	Common	Wounds	South Trollshaws
Whiskerback Scavenger	33	34	Normal	Melee	Common	Wounds	South Trollshaws
Young Cave-claw	2	3	Normal	Melee	Common	Wounds	Ered Luin



Lynxes

Health: Weak

Damage: Average

Description: The lynx resembles a mountain cat, and ranges in size from that of a raccoon to something large enough to remove your thigh with a single chomp. They have been known to stalk prey at a wide distance and are very alert, so watch your proximity, as their perception tends to extend farther than many other animals. The lynx is also hardy enough to survive in extreme climates, from the desolate plains of the Lone-lands to the Misty Mountains' frigid cold.



LYNX TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Brush Hunter	17	18	Normal	Melee	Common	Wounds	Lone-lands
Brush Prowler	18	19	Normal	Melee	Common	Wounds	Lone-lands
Downs Hunter	28	29	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Downs Lynx	29	30	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Downs Stalker	29	30	Normal	Stealth	Common	Stealth, Wounds	North Downs, Nan Amlug West
Downs Wildcat	28	29	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Driftmane	41	41	Signature	Stealth	Common	Stealth, Wounds	Trollshaws, Western Bruinen Source
Foothill Hunter	40	42	Normal	Melee	Common	Wounds	Angmar
Foothill Prowler	41	43	Normal	Stealth	Common	Stealth, Wounds	Angmar
Forest Hunter	9	10	Normal	Melee	Common	Wounds	Ered Luin
Forest Prowler	8	9	Normal	Stealth	Common	Stealth, Wounds	Ered Luin
Highland Cub	1	2	Normal	Melee	Common	Wounds	Ered Luin
Highland Hunter	6	6	Normal	Melee	Common	Wounds	Ered Luin, Thorin's Gate
Highland Prowler	2	2	Normal	Melee	Common	Wounds	Ered Luin
Highland Prowler	6	7	Normal	Stealth	Common	Stealth, Wounds	Ered Luin, Vale of Thrain
Highland Wildcat	5	6	Normal	Melee	Common	Wounds	Ered Luin, Thorin's Gate
Moor Hunter	36	37	Normal	Melee	Common	Wounds	Trollshaws, High Moor
Moor Prowler	37	38	Normal	Stealth	Common	Stealth, Wounds	Trollshaws, High Moor
Moor Stalker	38	39	Normal	Melee	Common	Wounds	Trollshaws, High Moor
Silverclaw	30	30	Signature	Stealth	Common	Stealth, Wounds	North Downs, Nan Amlug West
Snowy Lynx	39	40	Normal	Melee	Common	Wounds	Trollshaws, Western Bruinen Source
Snowy Prowler	39	40	Normal	Stealth	Common	Stealth, Wounds	Trollshaws, Western Bruinen Source
Snowy Wildcat	42	44	Normal	Melee	Common	Wounds	Angmar
Talon	8	8	Signature	Stealth	Common	Stealth, Wounds	Ered Luin, Vale of Thrain
Timber Hunter	8	8	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Timber Lynx	7	8	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Timber Prowler	7	8	Normal	Stealth	Common	Stealth, Wounds	Ered Luin, Low-Lands
Vale Prowler	8	8	Normal	Stealth	Common	Stealth, Wounds	Ered Luin, Vale of Thrain
Vale Scavenger	6	6	Normal	Melee	Common	Wounds	Ered Luin, Vale of Thrain
Vale Wildcat	7	7	Normal	Melee	Common	Wounds	Ered Luin, Vale of Thrain
Windscreamer	39	39	Signature	Melee	Common	Wounds	Trollshaws, High Moor
Young Lynx	1	2	Normal	Melee	Common	Wounds	Ered Luin



Snow-beasts

Health: Average

Damage: Average

Description: Along the Misty Mountains' slopes and in Angmar, snow-beasts gather in mysterious tribes or wander alone through the icy winds. Expect heavy concentrations around Stonecaller's Circle and Iskeld's Lookout in the Misty Mountains, though they thin out as you branch east and south of Glóin's Camp. In combat, some snow-beasts will hurl stones, while others prefer to smash adventurers with their long reach and powerful fists.

SNOW-BEAST TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Beast-lord	45	45	Elite Master	Melee	Common	Wounds	West Angmar
Beast-mother	44	44	Elite Master	Melee	Common	Wounds	West Angmar
Brutal Hill-beast	42	43	Normal	Ranged	Common	Wounds	West Angmar
Chillgrip	43	43	Elite	Melee	Common	Wounds	West Angmar
Elusive Snow-beast	38	39	Normal	Ranged	Common	Wounds	Misty Mountains, Western Bruinen Source
Maddened Hill-beast	42	43	Normal	Ranged	Common	Wounds	West Angmar
Reclusive Snow-beast	48	49	Elite	Ranged	Common	Wounds	Misty Mountains
Savage Snow-beast	40	41	Normal	Ranged	Common	Wounds	Misty Mountains, Western Bruinen Source
Savage Snow-beast	49	50	Elite	Melee	Common	Wounds	Misty Mountains
Snowback	49	49	Elite	Melee	Common	Wounds	Misty Mountains
Snow-beast Hurler	38	39	Normal	Ranged	Common	Wounds	Misty Mountains, Western Bruinen Source
Snow-beast Rock-thrower	40	41	Normal	Ranged	Common	Wounds	Misty Mountains, Western Bruinen Source



Swamp Creatures

Health: Average

Damage: Average

Description: This species dwells in bogs, marshes, and swamps. Any creature that prefers dank muck and disease-ridden waters to land or air can be considered a swamp creature, including dread turtles, giant slugs, and toads. These creatures don't usually band together; still, you should be careful in a swamp's low-visibility conditions so that you don't attract more than one foe at a time.

SWAMP TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Ancient Bog Toad	25	26	Normal	Melee	Common	Poison	Lone-lands, Harloeg
Ancient Ironscale	45	45	Elite	Melee	Common	Wounds	West Angmar
Angry Hill-toad	9	9	Normal	Melee	Common	Poison	Shire, Green Hill Country



SWAMP TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Bloated Brimstone-leech	43	44	Normal	Melee	Common	—	West Angmar
Bloated Slug	44	45	Normal	Melee	Common	—	East Angmar
Bloodlust Leech	47	48	Normal	Melee	Common	—	Trollshaws, High Moor
Bogbull	7	7	Signature	Melee	Common	Poison	Shire, Rushock Bog
Bog Slug	10	12	Normal	Melee	Common	—	Shire, Rushock Bog
Bog Toad	6	6	Normal	Melee	Common	Poison	Shire, Rushock Bog
Bog Toad	23	24	Normal	Melee	Common	Poison	Lone-lands, Harloeg
Brimstone-leech	49	49	Normal	Melee	Common	—	Angmar, Carn Dûm
Burrowing River-toad	10	12	Normal	Melee	Common	Poison	Bree-land, Buckland
Deadly Ironscale	43	44	Elite	Melee	Common	Wounds	West Angmar
Dire Ironscale	44	45	Elite	Melee	Common	Wounds	East Angmar
Dread-jaw	45	45	Elite Master	Melee	Common	Wounds	West Angmar
Fell Toad	14	15	Normal	Melee	Common	Poison	Bree-land, Old Forest
Field Slug	5	7	Normal	Melee	Common	—	Shire, Hobbiton-Bywater
Field Slug	5	7	Normal	Melee	Common	—	Shire, Michel Delving
Fire-bellied Toad	10	12	Normal	Melee	Common	Poison	Shire, Rushock Bog
Foul Field-slug	10	12	Normal	Melee	Common	—	Bree-land, Buckland
Gaeruan	50	50	Elite Master	Melee	Common	Wounds	West Angmar
Giant Brimstone-leech	43	44	Normal	Melee	Common	—	Angmar
Giant Brimstone-leech	54	54	Elite	Melee	Common	—	Angmar, Carn Dûm
Giant Natterjack Toad	10	11	Normal	Melee	Common	Poison	Shire, Eastfarthing
Great River-toad	10	10	Elite	Special	Common	Poison	Ered Luin
Grim Toad	12	14	Normal	Melee	Common	Poison	Bree-land, Old Forest
Hill-creeper	45	47	Normal	Melee	Common	—	East Angmar
Horrid Swamp-toad	43	44	Elite	Melee	Common	Poison	Angmar
Hulking Swamp-toad	42	43	Normal	Melee	Common	Poison	Angmar
Killer Brimstone-leech	43	44	Normal	Melee	Common	—	West Angmar
Lakes Toad	13	14	Normal	Melee	Common	Poison	Bree-land
Large River-toad	10	12	Normal	Melee	Common	Poison	Bree-land, Buckland
Limbgrith	14	15	Signature	Melee	Common	Poison	Bree-land
Lobelia the Toad	10	10	Signature	Melee	Common	Poison	Shire, Green Hill Country
Muck-glutton	11	11	Signature	Melee	Common	—	Shire, Marish
Naruhel (Boss)	35	35	Nemesis	Melee	Special	Special	Lone-lands, Garth Agarwen
Natterjack Toad	5	7	Normal	Melee	Common	Poison	Shire, Hobbiton-Bywater
Natterjack Toad	7	9	Normal	Melee	Common	Poison	Shire, Eastfarthing
Natterjack Toad	8	10	Normal	Melee	Common	Poison	Shire, Green Hill Country
Old Croaker	10	10	Signature	Melee	Common	Poison	Shire, Green Hill Country
Putrid Bog-slug	6	6	Normal	Melee	Common	—	Shire, Rushock Bog
Quick Silt-toad	26	27	Normal	Melee	Common	Poison	North Downs, Meluinen
Reeking Bog-slug	7	7	Normal	Melee	Common	—	Shire, Rushock Bog



SWAMP TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Revoltng Silt-toad	27	28	Normal	Melee	Common	Poison	North Downs, Meluinen
River Toad	8	10	Normal	Melee	Common	Poison	Ered Luin
Silt-toad	19	20	Normal	Melee	Common	Poison	Bree-land
Slimy Field-slug	6	8	Normal	Melee	Common	—	Shire, Tookland
Slimy River-slug	9	11	Normal	Melee	Common	—	Bree-land, Buckland
Slimy River-toad	9	11	Normal	Melee	Common	Poison	Bree-land, Buckland
Slippery Marish-slug	10	10	Normal	Melee	Common	—	Shire, Marish
Snapper Turtle	19	20	Normal	Melee	Common	Wounds	Bree-land
Virulent Slug	45	46	Normal	Melee	Common	—	East Angmar
Wild Hill-toad	9	9	Normal	Melee	Common	Poison	Shire, Green Hill Country
Wood Slug	8	10	Normal	Melee	Common	—	Shire, Green Hill Country



Rats

Health: Weak

Damage: Weak

Description: Even the smallest rodent can spread disease and plague. Certain larger breeds might pose physical dangers to adventurers as well. The long-tailed, sharp-toothed creatures tend to populate in areas of ruin and decay. Don't be surprised to spot rats teaming up with the minions of the dead, as they enjoy the pestilence and hope to feed off the newly slain.

RAT TYPES (VERMIN)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Biting Corpse-rat	41	42	Swarm	Melee	Common	—	Trollshaws, Nan Tornaeth
Biting Field-rat	14	14	Swarm	Melee	Common	Disease	Bree-land, Barrow-downs
Black Rat	5	6	Swarm	Melee	Common	—	Ered Luin, Celondim
Black Rat	5	7	Swarm	Melee	Common	—	Shire, Hobbiton-Bywater
Black Rat	6	7	Swarm	Melee	Common	—	Ered Luin
Black Rat	6	8	Swarm	Melee	Common	—	Shire, Tookland
Brown Rat	15	16	Swarm	Melee	Common	—	Lone-lands
Diseased Field-rat	12	12	Swarm	Melee	Common	Disease	Bree-land, Great Barrow
Diseased Plague-rat	20	21	Swarm	Melee	Common	Disease	Bree-land, Great Barrow
Dock Rat	7	8	Swarm	Melee	Common	—	Ered Luin
Elder Brown Rat	16	17	Swarm	Melee	Common	—	Lone-lands
Gnawing Rat	9	12	Swarm	Melee	Common	—	Bree-land, Buckland
Monstrous Cave-rat	41	42	Swarm	Melee	Common	—	West Angmar, Ram Duath
Scavenging Rat	7	8	Swarm	Melee	Common	Disease	Bree-land, Great Barrow
Scavenging Rat	9	12	Swarm	Melee	Common	Disease	Bree-land, Buckland



RAT TYPES (VERMIN)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Scurrying Harbor-rat	5	5	Swarm	Melee	Common	—	Ered Luin, Celondim
Skulking Corpse-rat	40	41	Swarm	Melee	Common	Disease	Trollshaws, Nan Tornaeth
Tainted Field-rat	16	16	Swarm	Melee	Common	Disease	Bree-land, Barrow-downs
Thrashing Barrow-rat	10	10	Swarm	Melee	Common	Disease	Bree-land, Chetwood South
Vile Corpse-rat	38	38	Swarm	Melee	Common	—	Trollshaws, Nan Tornaeth
Vile Plague-rat	20	21	Swarm	Melee	Common	Disease	Bree-land, Great Barrow

RAT TYPES (SHREWS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Badger	10	11	Swarm	Melee	Common	—	Shire, Greenfields
Biting Shrew	5	5	Swarm	Melee	Common	—	Shire, Michel Delving
Burrowing Shrew	9	9	Swarm	Melee	Common	—	Shire, Marish
Foraging Shrew	8	8	Swarm	Melee	Common	—	Shire, Green Hill Country
High-moor Badger	37	37	Swarm	Melee	Common	—	Trollshaws, High Moor
Hill Shrew	7	8	Swarm	Melee	Common	—	Shire, Marish
Long-tooth Shrew	10	12	Swarm	Melee	Common	—	Shire, Rushock Bog
Long-tooth Shrew	11	13	Swarm	Melee	Common	—	Shire, Bindbole Wood
Long-tooth Shrew	12	14	Swarm	Melee	Common	—	Shire, Greenfields
Mad Badger	7	7	Signature	Melee	Common	—	Bree-land, Combe
Masked Badger	6	7	Swarm	Melee	Common	—	Bree-land, Combe
Red-tooth Shrew	7	9	Swarm	Melee	Common	—	Shire, Eastfarthing
Red-tooth Shrew	8	10	Swarm	Melee	Common	—	Shire, Green Hill Country
Sharp-tooth Shrew	10	11	Swarm	Melee	Common	—	Shire, Eastfarthing
Shrew Scavenger	10	12	Swarm	Melee	Common	—	Bree-land
Shrew	5	7	Swarm	Melee	Common	—	Shire, Hobbiton-Bywater
Shrew	5	7	Swarm	Melee	Common	—	Shire, Michel Delving
Snagpaw	16	17	Signature	Melee	Common	—	Bree-land, Chetwood North
Thieving Shrew	5	5	Swarm	Melee	Common	—	Shire, Michel Delving
Wolverine	17	18	Swarm	Melee	Common	—	Bree-land, Chetwood North



Wargs and Wolves

Health: Weak

Damage: Average

Description: Most Middle-earth residents know only of wolves, the doglike creatures that travel in packs, hunt stray victims, or terrorize communities on the fringe of the vast wilderness. Wargs, however, grow much larger than regular wolves and have been filled with corruption. They hunt alone or may serve as guards for goblin and orc encampments. In battle, their howl instills fear and their bite may inflict a wound that hampers you over time.

Monsters and Enemy NPCs



WOLF TYPES (WARGS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Asht	20	21	Elite	Melee	Common	Fear	Lone-lands
Baugarch	15	15	Elite	Melee	Common	Fear	Bree-land, Chetwood North
Crags Pack-leader	43	44	Normal	Melee	Common	Fear	Misty Mountains, High Crags
Danghal	43	43	Signature	Melee	Common	Fear	West Angmar
Deadly Scara	43	44	Normal	Melee	Common	Fear	West Angmar
Dire Warg	31	32	Normal	Melee	Common	Fear	North Downs, Nan Amlug East
Foul Warg	26	27	Normal	Melee	Common	Fear	Lone-lands
Goblin-town Pack-leader	44	45	Normal	Melee	Common	Fear	Misty Mountains
Goblin-town Warg	43	44	Normal	Melee	Common	Fear	Misty Mountains
Grish	32	33	Elite	Melee	Common	Fear	North Downs, Dol Dinen
Khûrkoth	48	48	Elite Master	Melee	Common	Fear	East Angmar, Urugarth
Khurshat	27	27	Signature	Melee	Common	Fear	North Downs, Kingsfell
Kraur	28	28	Signature	Melee	Common	Fear	Lone-lands
Krithmog	41	41	Elite Master	Special	Common	Fear	North Downs, Fornost
Lâmkarn (Boss)	48	48	Elite Master	Melee	Common	Fear	East Angmar, Urugarth
Laugfût	11	11	Elite	Melee	Common	Fear	Shire, Greenfields
Laugzok	26	26	Signature	Melee	Common	Fear	Shire, Bindbole Wood
Mazauk	50	50	Nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Mountain Bone-chewer	42	43	Normal	Melee	Common	Fear	Misty Mountains
Mountain Killer	42	43	Normal	Melee	Common	Fear	Misty Mountains, High Crags
Mountain Pack-warg	41	42	Normal	Melee	Common	Fear	Misty Mountains, Eastern Bruinen Source
Mountain Ravenger	42	42	Normal	Melee	Common	Fear	Misty Mountains
Mountain Slinker	40	41	Normal	Melee	Common	Fear	Misty Mountains, Eastern Bruinen Source
Mountain Stalker	36	37	Normal	Melee	Common	Fear	Trollshaws, Bruinen Gorges
Mountain Warg	40	41	Normal	Melee	Common	Fear	Misty Mountains, Eastern Bruinen Source
Narglup	45	45	Signature	Melee	Common	Fear	West Angmar
Núrzum	33	33	Signature	Melee	Common	Fear	North Downs, Rhunenlad
Prowling Warg	24	24	Normal	Melee	Common	Fear	Shire, Bindbole Wood
Raugzok	32	32	Elite	Melee	Common	Fear	North Downs, Dol Dinen
Roaming Warg	25	25	Normal	Melee	Common	Fear	Shire, Bindbole Wood
Roaming Warg	31	32	Normal	Melee	Common	Fear	North Downs, Dol Dinen
Roving Warg	25	26	Normal	Melee	Common	Fear	North Downs, Kingsfell
Sagrúrz	49	49	Elite	Melee	Common	Fear	Misty Mountains
Scara	46	47	Normal	Melee	Common	Fear	East Angmar
Scara	47	48	Normal	Melee	Common	Fear	East Angmar
Scara Corpse-ravenger	42	43	Normal	Melee	Common	Fear	West Angmar
Scara Den-lord	44	45	Normal	Melee	Common	Fear	West Angmar
Scara Hunter	42	42	Normal	Melee	Common	Fear	West Angmar
Scara Pack-hunter	50	51	Normal	Melee	Common	Fear	East Angmar
Scara Pack-lord	51	52	Signature	Melee	Common	Fear	East Angmar



WOLF TYPES (WARGS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Scara Pack-master	47	48	Normal	Melee	Common	Fear	East Angmar
Scara Rakeclaw	46	47	Normal	Melee	Common	Fear	East Angmar
Scara Shadow-stalker	43	44	Normal	Melee	Common	Fear	West Angmar
Scara Skulker	42	43	Normal	Melee	Common	Fear	West Angmar
Scara War-beast	48	49	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Scrub-hunter Warg	20	21	Elite	Melee	Common	Fear	Lone-lands
Shadepaw	27	27	Signature	Melee	Common	Fear	Lone-lands
Shadowmaw Howler	48	49	Normal	Melee	Common	Fear	Ettenmoors, Steps of Gram
Shadowmaw Ravager	48	49	Normal	Melee	Common	Fear	Ettenmoors, Steps of Gram
Sharshat	26	26	Elite	Melee	Common	Fear	North Downs, Nan Wathren
Shatogtar	50	50	Nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Thaukoth	24	24	Signature	Melee	Common	Fear	North Downs, Annundir
Throk-goth	20	20	Elite	Melee	Common	Fear	Lone-lands, Weather Hills
Ush	18	18	Normal	Melee	Common	Fear	Lone-lands
Warg	21	22	Normal	Melee	Common	Fear	North Downs
Warg Ambusher	38	39	Normal	Melee	Common	Fear	Misty Mountains, Eastern Bruinen Source
Warg Ambush-leader	39	40	Normal	Melee	Common	Fear	Misty Mountains, Eastern Bruinen Source
Warg Blood-seeker	21	22	Elite	Melee	Common	Fear	Lone-lands
Warg Bone-chewer	15	16	Normal	Melee	Common	Fear	Lone-lands
Warg Den-warden	48	48	Elite	Melee	Common	Fear	East Angmar, Urugarth
Warg Drift-hunter	48	49	Normal	Melee	Common	Fear	Misty Mountains
Warg Fang-gnasher	24	26	Normal	Melee	Common	Fear	North Downs
Warg Flesh-render	21	22	Normal	Melee	Common	Fear	North Downs
Warg Foe-stalker	20	20	Normal	Melee	Common	Fear	Lone-lands, Weather Hills
Warg Foe-stalker	26	27	Normal	Melee	Common	Fear	North Downs
Warg Hide-ripper	23	23	Normal	Melee	Common	Fear	North Downs
Warg Howler	18	19	Normal	Melee	Common	Fear	Lone-lands
Warg Hunter	28	29	Normal	Melee	Common	Fear	Lone-lands
Warg Hunter	30	31	Normal	Melee	Common	Fear	North Downs, Nan Amlug East
Warg Man-flayer	19	20	Normal	Melee	Common	Fear	Lone-lands
Warg Man-hunter	23	25	Normal	Melee	Common	Fear	Lone-lands
Warg Matron	48	48	Normal	Melee	Common	Fear	North Downs
Warg Pack-elder	47	48	Signature	Melee	Common	Fear	East Angmar, Urugarth
Warg Pack-leader	23	23	Normal	Melee	Common	Fear	North Downs
Warg Pack-leader	24	24	Normal	Melee	Common	Fear	North Downs, Annundir
Warg Pack-leader	29	30	Normal	Melee	Common	Fear	Lone-lands
Warg Pack-mate	23	24	Normal	Melee	Common	Fear	North Downs, Annundir
Warg Ravager	26	27	Elite	Melee	Common	Fear	North Downs, Nan Wathren
Warg Ruins-breaker	36	36	Signature	Melee	Common	Fear	North Downs, Fornost
Warg Ruins-howler	35	36	Normal	Melee	Common	Fear	North Downs, Fornost

Monsters and Enemy NPCs



WOLF TYPES (WARGS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Warg Ruins-leader	41	41	Elite	Melee	Common	Fear	North Downs, Fornost
Warg Ruins-stalker	40	41	Signature	Melee	Common	Fear	North Downs, Fornost
Warg Scavenger	24	26	Normal	Melee	Common	Fear	North Downs, Fields of Fornost
Warg Scrub-stalker	25	26	Normal	Melee	Common	Fear	Lone-lands
Warg Scrub-stalker	27	28	Normal	Melee	Common	Fear	Lone-lands
Warg Stalker	28	29	Normal	Melee	Common	Fear	North Downs, Fields of Fornost
Warg Stalker	31	32	Normal	Melee	Common	Fear	North Downs, Nan Amlug East
Warg War-beast	47	48	Normal	Melee	Common	Fear	East Angmar, Urugarth
Warg Wolf-breaker	26	27	Normal	Melee	Common	Fear	Lone-lands
Zahof	47	47	Normal	Melee	Common	Fear	Ettenmoors, Steps of Gram
Zorrgolug	45	45	Signature	Melee	Common	Fear	West Angmar

WOLF TYPES (WOLVES)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Blackwold Wolfhound	8	9	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Bold Dusk-wolf	14	14	Normal	Melee	Common	Wounds	Bree-land, North Bree-fields
Bold Wolf	10	10	Normal	Melee	Common	Wounds	Shire, Marish
Brigand Lackey's Wolf Hound	5	6	Normal	Melee	Common	Wounds	Bree-land, Archet
Corrupt Wolf-snarler	10	11	Normal	Melee	Common	Wounds	Bree-land
Corrupt Wolf-stalker	11	12	Normal	Melee	Common	Wounds	Bree-land
Dark Pack-leader	11	12	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Dark Pack-wolf	10	11	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Darktide Alpha	49	50	Normal	Melee	Common	Wounds	Ettenmoors, Hithlad
Darktide Scrapper	48	49	Normal	Melee	Common	Wounds	Ettenmoors, Hithlad
Dire Grass-stalker	13	14	Normal	Melee	Common	Wounds	Shire, Greenfields
Dire Pack-leader	11	12	Normal	Melee	Common	Wounds	Shire, Rushock Bog
Dire Pack-leader	12	13	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Dire Pack-leader	16	20	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Dire Pack-wolf	10	11	Normal	Melee	Common	Wounds	Shire, Rushock Bog
Dire Pack-wolf	11	12	Normal	Melee	Common	Wounds	Shire, Bindbole Wood
Dire Pack-wolf	15	19	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Dusk-wolf Leader	15	15	Normal	Melee	Common	Wounds	Bree-land, Cirith Nur
Dusk-wolf Runt	1	2	Normal	Melee	Common	Wounds	Bree-land, Archet
Dusk-wolf Scavenger	12	13	Normal	Melee	Common	Wounds	Bree-land, North Bree-fields
Dusk-wolf Shadowstalker	1	1	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Dusk-wolf Tracker	10	11	Normal	Melee	Common	Wounds	Bree-land, Buckland
Elder Forest-hunter	13	13	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Elder Moor-stalker	23	23	Normal	Melee	Common	Wounds	North Downs, Annundir
Elder Moor-stalker	36	37	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges



WOLF TYPES (WOLVES)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Elder Wolf	11	11	Normal	Melee	Common	Wounds	Shire, Greenfields
Feral Dusk-wolf	6	7	Normal	Melee	Common	Wounds	Bree-land, Chetwood North
Feral Wolf	10	10	Normal	Melee	Common	Wounds	Shire, Green Hill Country
Gorge Wolf	34	35	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Gorge-wolf Pack-leader	35	36	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Grass-stalker Tracker	12	13	Normal	Melee	Common	Wounds	Shire, Greenfields
Grey-wolf Leader	10	11	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Grim Maw	7	7	Signature	Melee	Common	Wounds	Shire, Michel Delving
Growling Dusk-wolf	1	2	Normal	Melee	Common	Wounds	Bree-land, Archet
High Mountain Pack-leader	43	44	Normal	Melee	Common	Wounds	Misty Mountains
High Mountain Wolf	42	43	Normal	Melee	Common	Wounds	Misty Mountains
Hill Wolf	32	33	Normal	Melee	Common	Wounds	South Trollshaws
Hill Wolf Pack-leader	33	34	Normal	Melee	Common	Wounds	South Trollshaws
Howling Dusk-wolf	4	5	Normal	Melee	Common	Wounds	Bree-land, Archet
Howling Grey-wolf	5	6	Normal	Melee	Common	Wounds	Ered Luin, Celondim
Howling Yellowfang	15	17	Normal	Melee	Common	Wounds	Lone-lands, Weather Hills
Karnasht	37	37	Signature	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Lakes Packleader	14	15	Normal	Melee	Common	Wounds	Bree-land
Lakes Wolf	13	14	Normal	Melee	Common	Wounds	Bree-land
Large Blackwold Wolfhound	9	10	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Large Forest-hunter	13	14	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Lone Grey-wolf	9	10	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Lone Wolf	19	20	Normal	Melee	Common	Wounds	Lone-lands
Lurking Dire Wolf	9	9	Normal	Melee	Common	Wounds	Bree-land, Chetwood North
Lurking Yellowfang	17	18	Normal	Melee	Common	Wounds	Lone-lands, Weather Hills
Maddened Dusk-wolf	5	6	Normal	Melee	Common	Wounds	Bree-land, Archet
Maddened Dusk-wolf	11	12	Normal	Melee	Common	Wounds	Bree-land, Buckland
Mangy Grass-stalker	5	6	Normal	Melee	Common	Wounds	Shire, Michel Delving
Mangy Moor-stalker	40	41	Normal	Melee	Common	Wounds	Trollshaws, Nan Tornaeth
Mangy Scrub Wolf	15	16	Normal	Melee	Common	Wounds	Lone-lands
Mangy Yellowfang	15	16	Normal	Melee	Common	Wounds	Lone-lands, Weather Hills
Mistpaw	8	8	Signature	Melee	Common	Wounds	Bree-land, Chetwood North
Monstrous Dusk-wolf	7	8	Normal	Melee	Common	Wounds	Bree-land, Chetwood North
Moor-stalker Leader	41	42	Normal	Melee	Common	Wounds	Trollshaws, Nan Tornaeth
Moor-stalker Scavenger	20	21	Normal	Melee	Common	Wounds	North Downs, Greenway
Moor-stalker Scavenger	34	35	Normal	Melee	Common	Wounds	South Trollshaws
Moor Wolf	36	37	Normal	Melee	Common	Wounds	Trollshaws, High Moor
Moor Wolf Pack-leader	37	38	Normal	Melee	Common	Wounds	Trollshaws, High Moor
Mountain Wolf	40	41	Normal	Melee	Common	Wounds	Misty Mountains, Giant Halls
Mountain Wolf Marauder	35	35	Normal	Melee	Common	Wounds	Misty Mountains, Giant Halls

Monsters and Enemy NPCs



WOLF TYPES (WOLVES)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Mountain Wolf Pack-leader	41	42	Normal	Melee	Common	Wounds	Misty Mountains, Giant Halls
Mountain Wolf Raider	35	35	Normal	Melee	Common	Wounds	Misty Mountains, Giant Halls
Outcast Forest-hunter	13	13	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Outcast Grass-stalker	6	7	Normal	Melee	Common	Wounds	Shire, Michel Delving
Pack-forerunner	13	14	Normal	Melee	Common	Wounds	Bree-land
Pack-leader	7	8	Normal	Melee	Common	Wounds	Shire, Tookland
Pack-leader	8	9	Normal	Melee	Common	Wounds	Shire, Eastfarthing
Pack-runner	12	13	Normal	Melee	Common	Wounds	Bree-land
Pack-wolf	6	7	Normal	Melee	Common	Wounds	Shire, Tookland
Pack-wolf	7	8	Normal	Melee	Common	Wounds	Shire, Eastfarthing
Plains Pack-leader	11	12	Normal	Melee	Common	Wounds	Bree-land
Plains Pack-wolf	10	11	Normal	Melee	Common	Wounds	Bree-land
Prowling Wolf	9	9	Normal	Melee	Common	Wounds	Shire, Green Hill Country
Ravenous Wolf	14	15	Normal	Melee	Common	Wounds	Bree-land
Savage Wolf Pup	8	8	Normal	Melee	Common	Wounds	Ered Luin
Sawtooth	18	18	Signature	Melee	Common	Wounds	Lone-lands, Weather Hills
Scarred Wolf-leader	7	7	Signature	Melee	Common	Wounds	Shire, Michel Delving
Scavenger Pack Leader	21	22	Normal	Melee	Common	Wounds	Lone-lands
Scavenger Pack Wolf	20	21	Normal	Melee	Common	Wounds	Lone-lands
Scrub Pack Leader	17	18	Normal	Melee	Common	Wounds	Lone-lands
Scrub Pack Wolf	16	17	Normal	Melee	Common	Wounds	Lone-lands
Shadowfoot	13	13	Signature	Melee	Common	Wounds	Bree-land, Chetwood North
Silent Moor-stalker	35	36	Normal	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Silent Yellowfang	14	15	Normal	Melee	Common	Wounds	Lone-lands
Skunkwood's Den-mother	8	8	Normal	Melee	Common	Wounds	Bree-land, Chetwood North
Skunkwood's Wolfhound	5	5	Normal	Melee	Common	Wounds	Bree-land, Chetwood North
Skunkwood's Wolfhound	8	9	Normal	Melee	Common	Wounds	Bree-land, Chetwood North
Snarling Forest-hunter	12	12	Normal	Melee	Common	Wounds	Bree-land, Old Forest
Snarling Moor-stalker	21	23	Normal	Melee	Common	Wounds	North Downs, Annundir
Snarling Wolf	6	6	Normal	Melee	Common	Wounds	Shire, Michel Delving
Spooked Moor-stalker	37	37	Signature	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Swiftfang	11	11	Signature	Melee	Common	Wounds	Ered Luin, Low-Lands
Tense Yellowfang	15	16	Normal	Melee	Common	Wounds	Lone-lands
Wild Grey-wolf	6	7	Normal	Melee	Common	Wounds	Ered Luin
Wolf	9	9	Normal	Melee	Common	Wounds	Shire, Marish
Wolf Guard	35	35	Elite	Melee	Common	Wounds	North Downs, Fornost
Wolf Hunter	10	10	Normal	Melee	Common	Wounds	Shire, Greenfields
Wolf Leader	7	7	Normal	Melee	Common	Wounds	Shire, Michel Delving
Wolf Lurker	31	32	Elite	Melee	Common	Wounds	North Downs, Fornost
Wolf Lurker	33	34	Elite	Melee	Common	Wounds	North Downs, Fornost

WOLF TYPES (WOLVES)							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Wolf Outcast	15	16	Normal	Melee	Common	Wounds	Bree-land
Wolf Raver	35	36	Elite	Melee	Common	Wounds	North Downs, Fornost
Wolf Scavenger	33	33	Elite	Melee	Common	Wounds	North Downs, Fornost
Wolf-scavenger	30	31	Elite	Melee	Common	Wounds	North Downs, Fornost
Wolf Tracker	12	13	Normal	Melee	Common	Wounds	Bree-land
Yellowfang	15	15	Signature	Melee	Common	Wounds	Bree-land, Old Forest
Yellowfang Leader	18	19	Normal	Melee	Common	Wounds	Lone-lands
Yellowfang Pack-leader	16	17	Normal	Melee	Common	Wounds	Lone-lands, Weather Hills
Young Dusk-wolf	14	14	Normal	Melee	Common	Wounds	Bree-land, Cirith Nur

Creatures of Nature

In tune with the land, creatures of swamp, root and bark blend in with their natural surroundings and may surprise the unwary. They live in remote areas and seldom wander from their homes, so you can generally avoid a direct confrontation if you're careful. In particular, beware the reach of the huorns; these mighty trees can tear you limb from limb should you linger near their roots.

RESISTANCES			
Songs	Cries	Magic	Physical
Average	Average	Average	Average

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westerness
Weak	Average	Average	Average	Average



Bog-lurkers

Health: Weak

Damage: Average

Description: Moss and bark monstrosities rise out of the fetid waters to hunt those whose feet sink in the muck. These camouflaged swamp creatures can uproot and spring upon their victims quickly or entangle them at a short distance with slimy, fibrous tentacles. They frequently nest around the huorns, sentient trees, and may team with them to trap single travelers or even whole fellowships. Some brethren of the bog-lurkers have left the swamps and reside as far away as the Misty Mountains.

BOG-LURKER TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Binding Marsh-strider	28	28	Normal	Melee	Common	Poison	North Downs, Meluinen
Bog-prowler Ambusher	27	28	Normal	Melee	Common	Poison	Lone-lands
Camouflaged Bog-prowler	29	30	Elite	Melee	Common	Poison	Lone-lands
Corrupted Fen-binder	41	41	Elite	Melee	Common	Poison	North Trollshaws



BOG-LURKER TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Corrupted Fen-crawler	40	41	Normal	Melee	Common	Poison	North Trollshaws
Dark Mere-lurker	41	42	Normal	Melee	Common	Poison	Trollshaws, Nan Tornaeth
Fearsome Marsh-strider	26	26	Normal	Melee	Common	Poison	North Downs, Meluinen
Fell Bog-prowler	28	29	Elite	Melee	Common	Poison	Lone-lands
Fell Bog-prowler	30	30	Elite	Melee	Common	Poison	Lone-lands
Fen-crawler Binder	37	38	Normal	Melee	Common	Poison	Trollshaws, High Moor
Fen-crawler Stalker	37	38	Normal	Melee	Common	Poison	Trollshaws, High Moor
Foul Moor-lurker	38	39	Normal	Melee	Common	Poison	Trollshaws, High Moor
Leafcull Bramblethorn	49	50	Normal	Melee	Common	Poison	Ettenmoors, Hithlad
Leafcull Shade-lurker	48	49	Normal	Melee	Common	Poison	Ettenmoors, Hithlad
Lurking Bog-prowler	31	31	Elite	Melee	Common	Poison	Lone-lands
Marsh-strider Ambusher	27	27	Normal	Melee	Common	Poison	North Downs, Meluinen
Marsh-strider Creeper	27	27	Normal	Melee	Common	Poison	North Downs, Meluinen
Marsh-strider Trapper	28	28	Normal	Melee	Common	Poison	North Downs, Meluinen
Menacing Mere-lurker	40	41	Elite	Melee	Common	Poison	North Trollshaws
Mere-lurker Ambusher	38	39	Elite	Melee	Common	Poison	North Trollshaws
Moor-lurker	36	37	Normal	Melee	Common	Poison	Trollshaws, High Moor
Moss-back	28	28	Elite	Melee	Common	Poison	Lone-lands
Peat-crawler	40	41	Normal	Melee	Common	Poison	North Trollshaws
Rot-heart	32	32	Elite Master	Melee	Common	Poison	Lone-lands
Skulkmire	28	28	Signature	Melee	Common	Poison	North Downs, Meluinen
Snow-lurker	39	40	Normal	Melee	Common	Poison	Misty Mountains, Western Bruinen Source
Swamp-lurker	43	44	Normal	Melee	Common	Poison	West Angmar
Vile Bog-prowler	26	27	Normal	Melee	Common	Poison	Lone-lands
Writhing Marsh-strider	26	26	Normal	Melee	Common	Poison	North Downs, Meluinen



Huorns

Health: Average

Damage: Average

Description: Tales have long been told of the ents—intelligent, powerful trees that guard the soul of their forest homes. Huorns exhibit many entlike traits, except they have been tainted by corruption or a cold disregard for strangers; their spirits are as twisted as their knotted roots. The greatest of the huorns, Old Man Willow in the Old Forest, saps the will to live off those that approach and makes traveling through the ancient woods a hazardous endeavor.

HUORN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Bent Ash	39	40	Elite	Ranged	Common	Wounds	North Trollshaws
Blood-ash Sentinel	41	41	Elite	Ranged	Common	Wounds	North Trollshaws
Broken Ash	35	36	Elite	Ranged	Common	Wounds	Trollshaws, Bruinen Gorges
Corrupted Blood-maple	27	28	Elite	Ranged	Common	Wounds	Lone-lands, Agamaur
Darkheart	31	31	Elite Master	Ranged	Common	Wounds	Lone-lands, Agamaur
Dour-root	26	26	Elite Master	Ranged	Common	Wounds	Lone-lands, Garth Agarwen
Dreadful Barrow-maple	18	18	Elite	Ranged	Common	Wounds	Bree-land, Barrow-downs
Gloomleaf	31	31	Elite	Ranged	Common	Wounds	Lone-lands, Agamaur
Grimbark (Boss)	31	31	Elite Master	Ranged	Common	Wounds	Lone-lands, Garth Agarwen
Grim Barren-oak	17	17	Elite	Ranged	Common	Wounds	Bree-land, Old Forest
Grim Oak	14	14	Elite	Ranged	Common	Wounds	Bree-land, Old Forest
Haunted Barren-Oak	18	18	Elite	Ranged	Common	Wounds	Bree-land, Old Forest
Knotwood	14	15	Elite	Ranged	Common	Wounds	Bree-land, Brandywine Hills
Leafcull Fell-maple	48	50	Elite	Ranged	Common	Wounds	Ettenmoors, Hithlad
Leafcull Fell-oak	48	50	Elite	Ranged	Common	Wounds	Ettenmoors, Hithlad
Old Man Willow	—	—	Special	Ranged	Common	Special	Bree-land, Old Forest
Red Maple	22	23	Elite	Ranged	Common	Wounds	Lone-lands, Haragmar
Red Oak	21	22	Elite	Ranged	Common	Wounds	Lone-lands, Haragmar
Twisted Barren-oak	17	17	Elite	Ranged	Common	Wounds	Bree-land, Old Forest
Twisted Blood-maple	25	26	Elite	Ranged	Common	Wounds	Lone-lands, Garth Agarwen
Twisted Blood-oak	26	27	Elite	Ranged	Common	Wounds	Lone-lands, Agamaur
Warped Blood-oak	25	26	Elite	Ranged	Common	Wounds	Lone-lands, Garth Agarwen
Warped Oak	13	14	Elite	Ranged	Common	Wounds	Bree-land, Old Forest
Wildthorn	17	18	Elite	Ranged	Common	Wounds	Bree-land, Old Forest
Wretched Barrow-maple	17	18	Elite	Ranged	Common	Wounds	Bree-land, Barrow-downs



Roots

Health: Weak

Damage: Weak

Description: Huorns, the great, sentient trees around the land, have learned to protect themselves from torch-bearing orcs and even curious adventurers. They are often aided by various root creatures that act as guards or slither through the muck to snag the unsuspecting. These roots are not powerful; however, they can easily take you by surprise and will cause great havoc if they attack while you're engaged with another foe.



ROOT TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Baleful Willow-root	12	13	Swarm	Melee	Common	—	Bree-land, Old Forest
Bent Undergrowth	38	39	Normal	Melee	Common	—	North Trollshaws
Broken Oak-root	12	13	Swarm	Melee	Common	—	Bree-land, Old Forest
Broken Root	34	35	Swarm	Melee	Common	—	Trollshaws, Bruinen Gorges
Corrupted Undergrowth	40	40	Normal	Melee	Common	—	North Trollshaws
Creeping Oak-root	13	13	Swarm	Melee	Common	—	Bree-land, Old Forest
Creeping Red-root	26	28	Swarm	Melee	Common	—	Lone-lands, Agamaur
Fell Oak-root	16	17	Swarm	Melee	Common	—	Bree-land, Old Forest
Root	7	8	Swarm	Melee	Common	—	Ered Luin, Low-Lands
Root	8	10	Swarm	Melee	Common	—	Ered Luin
Tentacle	50	50	Normal	Melee	Common	—	Angmar, Carn Dûm
Thrashing Red-root	31	31	Normal	Melee	Common	—	Lone-lands, Garth Agarwen
Twisted Dead-root	17	18	Swarm	Melee	Common	—	Bree-land, Old Forest
Twisted Red-root	30	32	Swarm	Melee	Common	—	Lone-lands, Agamaur
Undergrowth Tangler	36	36	Swarm	Melee	Common	—	Trollshaws, High Moor
Wermod-rootkin	36	36	Swarm	Melee	Common	—	Trollshaws, High Moor

Dragon-kind

These behemoths can rend you with teeth or claws, and frequently inhabit underground caverns or mountainous terrain. The more common and smaller worms can be found on plateaus and mountain passes leading into the deadlier areas of Middle-earth. Drakes can kill you quickly, so unless you're traveling with friends, trace a wide path around these winged creatures.

RESISTANCES

Songs	Cries	Magic	Physical
Exceptional	Average	Average	Average

MITIGATION

Fire	Light	Ancient Dwarf	Beleriand	Westerness
Strong	Average	Weak	Average	Average



Drakes

Health: Exceptional

Damage: Exceptional

Description: Drakes can decimate you with their breath attack or shred you with their claws. Cunning and intelligent, drakes frequently outwit opponents by taking a short flight that drops them behind their victim. Dragons are larger, and have an extra pair of limbs and a much more powerful breath attack. There is only one dragon in Eriador, and it sits upon an ancient treasure horde in the northern reaches of the Misty Mountains.



DRAKE TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Blazing Fire-drake	45	46	Elite	Ranged	Fire	—	East Angmar, Ram Duath
Bleakwind	33	33	Elite Master	Ranged	Fire	Fear	North Downs, Nan Amlug East
Bloodwing	44	44	Elite Master	Ranged	Fire	Fear	West Angmar
Bruigon	53	54	Nemesis	Ranged	Fire	Fear	East Angmar
Buring Fire-drake	48	49	Elite	Ranged	Fire	—	East Angmar
Colnor	51	52	Elite Master	Ranged	Fire	Fear	East Angmar
Deadly Fire-drake	47	48	Elite	Ranged	Common	—	East Angmar
Deadly Mountain-drake	39	40	Elite	Ranged	Fire	—	Misty Mountains, Bruinen Gorges
Drake Lord	25	25	Elite Master	Ranged	Fire	Fear	North Downs, Drake Foothills
Drake Matron	33	33	Elite Master	Ranged	Fire	Fear	North Downs, Nan Amlug East
Drake	32	32	Elite	Ranged	Fire	—	North Downs, Nan Amlug East
Evil Fire-drake	46	47	Elite	Ranged	Fire	—	East Angmar, Ram Duath
Fierce Mountain-drake	39	40	Elite	Ranged	Fire	—	Misty Mountains, Eastern Bruinen Source
Fire-drake Hatchling	48	49	Elite	Ranged	Common	—	East Angmar, Urugarth
Fire-drake Matron	50	51	Elite Master	Ranged	Common	—	East Angmar
Fire-drake Warden	50	50	Elite Master	Ranged	Fire	—	East Angmar, Urugarth
Gochellan	46	46	Elite Master	Ranged	Fire	Fear	Angmar
Helegarch	45	45	Elite Master	Ranged	Fire	Fear	Angmar
Ice-drake Guard	50	50	Elite Master	Ranged	Fire	Fear	Helegrod
Ice hatchling	49	49	Elite	Ranged	Fire	—	Helegrod
Kindle-maw	43	44	Elite Master	Ranged	Fire	Fear	Misty Mountains, Eastern Bruinen Source
Large Fire-drake	49	50	Elite	Ranged	Fire	—	East Angmar
Lesser Drake	20	24	Elite	Ranged	Common	—	North Downs, Drake Foothills
Lesser Mountain-drake	38	39	Elite	Ranged	Common	—	Misty Mountains, Eastern Bruinen Source
Lesser Mountain-drake	44	45	Elite	Ranged	Common	—	Misty Mountains
Lhugrien (Boss)	51	51	Nemesis	Ranged	Fire	Fear	East Angmar, Urugarth
Maddened Mountain-drake	44	45	Elite	Ranged	Fire	—	Misty Mountains, Giant Halls
Massive Mountain-drake	40	40	Elite	Ranged	Fire	—	Misty Mountains, Bruinen Gorges
Mountain-drake	45	46	Elite	Ranged	Fire	—	Misty Mountains
Naglangon	33	33	Elite Master	Ranged	Fire	Fear	North Downs, Nan Amlug East
Praunk-goj	51	51	Elite Master	Ranged	Fire	Fear	Helegrod
Rampaging Fire-drake	50	51	Elite	Ranged	Common	—	East Angmar
Rêmgoj	51	51	Elite Master	Ranged	Fire	Fear	Helegrod
Rogue Fire-drake	52	52	Nemesis	Ranged	Fire	Fear	East Angmar, Urugarth
Searing Fire-drake	41	42	Elite	Ranged	Fire	—	West Angmar, Ram Duath
Skybreaker	47	48	Elite Master	Ranged	Fire	Fear	East Angmar
Smouldering Fire-drake	47	48	Elite	Ranged	Fire	—	East Angmar
Tamed Fire-drake	45	46	Elite	Ranged	Fire	—	East Angmar
Wandering Mountain-drake	39	40	Elite	Ranged	Fire	—	Misty Mountains, High Moor
Weak Drake	23	24	Elite	Ranged	Fire	—	North Downs, Drake Foothills

Monsters and Enemy NPCs



DRAKE TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Wintersebb Drake	50	50	Elite Master	Ranged	Fire	Fear	Ettenmoors, Arador's End
Wintersebb Drakeling	49	49	Elite	Ranged	Fire	—	Ettenmoors, Arador's End
Withering Fire-drake	42	43	Elite	Ranged	Fire	—	West Angmar
Young Drake	31	31	Elite	Ranged	Common	—	North Downs, Nan Amlug East
Young Fire-drake	50	51	Elite	Ranged	Common	—	East Angmar

WORM TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Arena Fire-worm	48	49	Normal	Melee	Fire	—	East Angmar
Baushat	42	42	Elite	Melee	Common	Disease	North Trollshaws
Blight-worm	40	42	Normal	Melee	Common	Disease	North Trollshaws
Clawing Rock-worm	39	40	Elite	Melee	Common	Disease	Trollshaws, Giant Valley
Cold-worm	31	32	Normal	Melee	Common	Disease	North Downs, Nan Amlug East
Crawling Fire-worm	47	48	Normal	Melee	Fire	—	East Angmar
Deadly Blight-worm	38	40	Normal	Melee	Common	Disease	Trollshaws, Nan Tornaeth
Dread Flame-worm	44	45	Elite	Melee	Fire	—	West Angmar
Fearsome Rock-worm	34	35	Elite	Melee	Common	Disease	North Downs, Fornost
Gajarpan	35	35	Elite Master	Melee	Fire	—	North Downs, Fornost
Gnashmaw	47	48	Elite	Melee	Fire	—	East Angmar
Raillug	45	45	Signature	Melee	Common	Disease	Misty Mountains, Northern Bruinen Source
Rock-worm	33	33	Normal	Melee	Common	Disease	North Downs, Nan Amlug East
Searing Flame-worm	43	44	Normal	Melee	Fire	—	West Angmar
Terrible Fire-worm	51	52	Elite	Melee	Fire	—	East Angmar
Wretched Rock-worm	41	42	Normal	Melee	Common	Disease	Misty Mountains, Northern Bruinen Source

Dwarves

Not all Dwarves are equal. Some, like the friendly Dwarves you'll meet at Thorin's Gate, ally themselves with the Free Peoples. However, others, like the greedy Dwarves of Kheledûl or their deadly brethren in the Lone-lands, have fallen to corruption. In the grand scheme of things, only a few of the Dwarves you meet will be evil, but it should be enough to raise your suspicions out in the wild.

RESISTANCES

Songs	Cries	Magic	Physical
Average	Average	Average	Average

MITIGATION

Fire	Light	Ancient Dwarf	Beleriand	Westernesse
Average	Average	Average	Average	Average



Dwarves

Health: Average

Damage: Average

Description: Not all Dwarves are as steadfast as Thorin Oakenshield or as loyal as Gimli. Some, such as the Dourhands, let greed and glory overshadow their morality, and they turn to the side of evil. Kheledûl in Ered Luin holds the largest concentration of enemy Dwarves in Eriador, though you can still find them as far away as the Lone-lands and the Misty Mountains. Luckily, Dwarves willing to join a fellowship outnumber their corrupt counterparts.

DWARF TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Armsman Frár	9	9	Elite	Melee	Common	Wounds	Lone-lands
Armsman Lóni	9	9	Elite	Melee	Common	Wounds	Lone-lands
Armsman Nár	9	9	Elite	Melee	Common	Wounds	Lone-lands
Armsman Regin	9	9	Elite	Melee	Common	Wounds	Lone-lands
Armsman Svíur	9	9	Elite	Melee	Common	Wounds	Lone-lands
Arngrim	48	48	Normal	Melee	Common	Wounds	East Angmar
Bárthr Dourhand	20	20	Signature	Melee	Common	Wounds	Lone-lands
Bisil Blood-axe	45	45	Elite	Ranged	Common	Wounds	Misty Mountains, High Crag
Bodil Dark-eye	30	30	Signature	Melee	Common	Wounds	North Downs, Nan Amlug West
Brigand-captor	6	7	Normal	Melee	Common	Wounds	Ered Luin, Vale of Thrain
Brigand-jailor	6	7	Normal	Melee	Common	Wounds	Ered Luin, Vale of Thrain
Brigand-lookout	8	8	Elite	Melee	Common	Wounds	Ered Luin
Brigand-seafarer	8	9	Elite	Melee	Common	Wounds	Ered Luin
Brigand-smuggler	9	9	Elite	Melee	Common	Wounds	Ered Luin
Captain Volund	12	12	Signature	Ranged	Common	Wounds	Ered Luin, Low-Lands
Champion of Minas Angos	50	51	Elite	Melee	Common	Wounds	East Angmar
Defender of the Halls	7	8	Normal	Melee	Common	Wounds	Lone-lands
Dourhand Armsman	10	11	Normal	Melee	Common	Wounds	Ered Luin, Haudh Lin
Dourhand Burglar	8	8	Signature	Melee	Common	Wounds	Ered Luin, Vale of Thrain
Dourhand Captain	16	16	Elite	Ranged	Common	Wounds	Bree-land, Great Barrow
Dourhand Chief	10	10	Normal	Ranged	Common	Wounds	Ered Luin, Low-Lands
Dourhand Commander	11	11	Normal	Ranged	Common	Wounds	Ered Luin, Haudh Lin
Dourhand Deserter	15	15	Normal	Melee	Common	Wounds	Bree-land, Great Barrow
Dourhand Dwarf	1	1	Normal	Melee	Common	Wounds	Ered Luin
Dourhand Dwarf	4	4	Normal	Melee	Common	Wounds	Ered Luin, Haudh Lin
Dourhand Falconer	29	29	Elite	Melee	Common	Wounds	North Downs, Nan Amlug West
Dourhand Fighter	4	5	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Dourhand Fighter	23	23	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Dourhand Firebrand	15	16	Elite	Melee	Common	Wounds	Bree-land, Great Barrow
Dourhand Foreman	30	30	Normal	Ranged	Common	Wounds	North Downs, Nan Amlug West

Monsters and Enemy NPCs



DWARF TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Dourhand Gem-thief	29	29	Elite	Ranged	Common	Wounds	North Downs, Nan Amlug West
Dourhand Hunter	7	7	Normal	Melee	Common	Wounds	Shire, Rushock Bog
Dourhand Kidnapper	10	11	Elite	Melee	Common	Wounds	Ered Luin, Haudh Lin
Dourhand Miner	28	28	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Dourhand Night-watch	11	12	Signature	Melee	Common	Wounds	Ered Luin, Low-Lands
Dourhand Overseer	25	25	Elite	Melee	Common	Wounds	Lone-lands
Dourhand Rebel	15	15	Elite	Melee	Common	Wounds	Bree-land, Great Barrow
Dourhand Ruffian	29	30	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Dourhand Scout	28	28	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Dourhand Seafarer	11	11	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Dourhand Sentry	12	12	Normal	Melee	Common	Wounds	Bree-land, Midgewater Marsh
Dourhand Shield-render	50	51	Elite	Melee	Common	Wounds	East Angmar
Dourhand Standard-bearer	26	26	Normal	Ranged	Common	Wounds	North Downs, Nan Amlug West
Dourhand Strong-arm	12	12	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Dourhand Tracker	8	8	Normal	Ranged	Common	Wounds	Shire, Rushock Bog
Dourhand Traitor	15	16	Normal	Melee	Common	Wounds	Bree-land, Great Barrow
Dourhand Trapper	8	8	Normal	Melee	Common	Wounds	Shire, Rushock Bog
Dourhand Turncoat	11	12	Normal	Melee	Common	Wounds	Bree-land, Midgewater Marsh
Dourhand Warlord	50	51	Signature	Ranged	Common	Wounds	East Angmar
Dourhand Warrior	9	10	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Dour Ingo	11	11	Signature	Melee	Common	Wounds	Ered Luin, Low-Lands
Dwarf Guard	20	21	Normal	Melee	Common	Wounds	North Downs
Dwarf Guard-captain	25	25	Normal	Ranged	Common	Wounds	North Downs
Dwarf Iron-fist	20	21	Normal	Melee	Common	Wounds	Lone-lands
Dwarf Iron-head	19	20	Elite	Melee	Common	Wounds	Lone-lands
Falconer Brúni	30	30	Elite	Ranged	Common	Wounds	North Downs, Nan Amlug West
Fibur Foul-heart	8	8	Signature	Melee	Common	Wounds	Shire, Rushock Bog
Foreman Nyrad	30	30	Signature	Ranged	Common	Wounds	North Downs, Nan Amlug West
Gabilazan Captain	43	44	Elite	Ranged	Common	Wounds	Misty Mountains, High Crags
Gabilazan Champion	43	44	Elite	Melee	Common	Wounds	Misty Mountains, High Crags
Gabilazan Defender	42	43	Normal	Melee	Common	Wounds	Misty Mountains, High Crags
Gabilazan Fighter	43	43	Normal	Melee	Common	Wounds	Misty Mountains, High Crags
Gabilazan Foreman	43	44	Elite	Melee	Common	Wounds	Misty Mountains, High Crags
Gabilazan Guard	42	43	Normal	Melee	Common	Wounds	Misty Mountains, High Crags
Gabilazan Lieutenant	42	43	Normal	Ranged	Common	Wounds	Misty Mountains, High Crags
Gormr Dourhand	4	4	Signature	Melee	Common	Wounds	Ered Luin, Low-Lands
Guard of the Halls	6	7	Normal	Melee	Common	Wounds	Lone-lands
Haakon Ironfist	12	12	Signature	Ranged	Common	Wounds	Ered Luin, Low-Lands
Hjortur	45	45	Signature	Melee	Common	Wounds	Misty Mountains, Giant Halls
Hogni Cleave-shank	45	45	Signature	Melee	Common	Wounds	Misty Mountains, High Crags



DWARF TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Master of the Halls	9	9	Normal	Melee	Common	Wounds	Lone-lands
Mathi Stouthand	10	10	Elite	Melee	Common	Wounds	Ered Luin
Mathi Stouthand	11	11	Elite	Ranged	Common	Wounds	Ered Luin
Murderous Dourhand	11	12	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Olwir	8	8	Elite	Ranged	Common	Wounds	Shire, Rushock Bog
Shady Dockworker	9	9	Elite	Melee	Common	Wounds	Ered Luin
Shornbeard Chief	20	21	Elite	Ranged	Common	Wounds	Lone-lands
Shornbeard Fighter	18	19	Elite	Melee	Common	Wounds	Lone-lands
Shornbeard Hearer	17	18	Normal	Melee	Common	Wounds	Lone-lands
Shornbeard Outlaw	17	18	Elite	Melee	Common	Wounds	Lone-lands
Shornbeard Render	19	20	Normal	Melee	Common	Wounds	Lone-lands
Shornbeard Warrior	18	19	Normal	Melee	Common	Wounds	Lone-lands
Skávarr	27	27	Signature	Melee	Common	Wounds	Lone-lands
Skíthi Blackhand	12	12	Elite	Ranged	Common	Wounds	Ered Luin, Haudh Lin
Skorgím Dourhand	45	45	Nemesis	Ranged	Common	Wounds	Misty Mountains, High Crags
Starkath	11	11	Signature	Melee	Common	Wounds	Ered Luin, Haudh Lin
Steward Thekk	9	9	Elite	Ranged	Common	Wounds	Lone-lands
Stout Dourhand	11	11	Normal	Melee	Common	Wounds	Ered Luin, Haudh Lin
Stout Dourhand	24	24	Normal	Melee	Common	Wounds	North Downs, Nan Amlug West
Sturdy Dourhand	9	10	Normal	Melee	Common	Wounds	Ered Luin, Low-Lands
Torfi Hammerhorn	31	31	Elite	Ranged	Common	Wounds	North Downs, Nan Amlug West
Torfi's Guard	29	29	Elite	Melee	Common	Wounds	North Downs, Nan Amlug West
War-scarred Dourhand	50	51	Elite	Melee	Common	Wounds	East Angmar

Giant-Kind

You might not believe the legends of towering men as tall as trees. Experienced adventurers will tell you those hushed rumours are true. Oversized humanoids, and even the ogre-like earth-kin of the North Downs and Angmar, tend to live removed from populated cities and don't like to be bothered by the affairs of the little folk.

RESISTANCES			
Songs	Cries	Magic	Physical
Average	Average	Poor	Average

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westernesse
Average	Average	Average	Average	Average



Earth-kin

Health: Strong

Damage: Strong

Description: Very few people in Middle-earth ever lay eyes on the earth-kin. They are a mysterious race that fiercely defends their camps in the eastern North Downs or wilds of Angmar. Their tall, lithe bodies may look gangly and brittle, but they hold the strength of their giant brethren in their bones. Most earth-kin remain hostile to any of the Free Peoples, though there are rumours of a friendly earth-kin village in the mountains northeast of Esteldín.



EARTH-KIN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Fell-band Fighter	37	39	Elite	Ranged	Common	Wounds	Angmar, Ram Duath
Fell-band Hunter	46	47	Elite	Melee	Common	Wounds	East Angmar
Fell-band Hunter	46	47	Elite	Melee	Common	Wounds	East Angmar, Ram Duath
Fell-band Leader	37	39	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Fell-band Scavenger	40	40	Normal	Melee	Common	Wounds	Angmar, Ram Duath
Fell-band Warrior	45	46	Elite	Melee	Common	Wounds	East Angmar
Fell-band Warrior	45	46	Elite	Melee	Common	Wounds	East Angmar, Ram Duath
Glangonn	32	32	Signature	Melee	Common	Wounds	North Downs, Nan Amlug East
Jarrko	32	32	Elite	Melee	Common	Wounds	North Downs, Rhunenlad
Longhar	32	32	Signature	Melee	Common	Wounds	North Downs, Nan Amlug East
Rauta-lehmä Archer	32	33	Normal	Ranged	Common	Wounds	North Downs, Rhunenlad
Rauta-lehmä Chieftain	32	32	Normal	Melee	Common	Wounds	North Downs, Nan Amlug East
Rauta-lehmä Fighter	31	32	Normal	Melee	Common	Wounds	North Downs, Rhunenlad
Rauta-lehmä Hunter	31	32	Normal	Ranged	Common	Wounds	North Downs, Nan Amlug East
Rauta-lehmä Leader	33	33	Normal	Melee	Common	Wounds	North Downs, Rhunenlad
Rauta-lehmä Tracker	32	33	Normal	Ranged	Common	Wounds	North Downs, Rhunenlad
Rauta-lehmä Warden	31	32	Normal	Melee	Common	Wounds	North Downs, Rhunenlad
Rauta-lehmä Warrior	30	31	Normal	Melee	Common	Wounds	North Downs, Nan Amlug East



Giants

Health: Exceptional

Damage: Exceptional

Description: Growing to heights of 60 feet, giants appear formidable, and it's not just their titanic size that should have you worried. Unlike giants in other mythical lands, Middle-earth giants are smart. Instead of charging into battle, for example, they will pick up a boulder and hurl it at you if you remain at a distance. Mostly found in remote locations like the Misty Mountains or the Trollshaws' Giant Valley, these large humanoids have been called masters of stone and shepherd the land itself.

GIANT TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Enraged Giant	50	50	Elite	Melee	Common	Wounds	Angmar, Carn Dûm
Frost-giant Chief	44	45	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Frost-giant Elder	47	47	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Frost-giant Rockhurler	43	44	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Frost-giant Skullcrusher	43	44	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls



GIANT TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Giant Boulder-tosser	43	45	Elite	Melee	Common	Wounds	Misty Mountains
Giant Crag-hurler	43	44	Elite	Melee	Common	Wounds	Misty Mountains, High Crags
Giant Head-smasher	40	41	Elite	Melee	Common	Wounds	Trollshaws, Giant Valley
Giant Mountain-breaker	42	43	Elite	Melee	Common	Wounds	Misty Mountains, High Crags
Giant Rock-thrower	39	40	Elite	Melee	Common	Wounds	Trollshaws, Giant Valley
Giant Stone-breaker	39	40	Elite	Melee	Common	Wounds	Trollshaws, Giant Valley
Kulgurz	43	43	Elite Master	Melee	Common	Wounds	Misty Mountains, Giant Halls
Madfurr	43	43	Elite Master	Melee	Common	Wounds	Misty Mountains, Giant Halls
Stone-giant Earthreuder	53	54	Elite Master	Melee	Common	Wounds	East Angmar
Stone-giant Guard	50	50	Elite Master	Melee	Common	Wounds	Angmar, Carn Dûm
Stone-giant Skullsmasher	53	54	Elite Master	Melee	Common	Wounds	East Angmar
Sukdyr	43	43	Elite Master	Melee	Common	Wounds	Misty Mountains, Giant Halls
Svalfang	30	30	Elite	Melee	Common	Wounds	Bree-land
Thrasir	53	54	Nemesis	Melee	Common	Wounds	East Angmar
Thunder Lord	47	47	Elite Master	Melee	Common	Wounds	Misty Mountains, Giant Halls
Thunder Peaks Stone-breaker	40	41	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Thunder Peaks Stone-thrower	41	42	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Vindsva	45	45	Elite Master	Melee	Common	Wounds	Misty Mountains, Giant Halls

Men

From the bustling village of Bree to the sprawling North Downs and the bleak expanse of the Lone-lands, Men rule much of Middle-earth. Despite the kindness shown by most Men, the ruthlessness of wayward brigands and the menace of the Angmarim to the north overshadow the honest and the just.

RESISTANCES			
Songs	Cries	Magic	Physical
Average	Average	Average	Average

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westerness
Average	Average	Average	Average	Average



Angmarim

Health: Weak

Damage: Average

Description: Once a great kingdom under the clutch of the Witch-king, Angmar now lies in ruins, defeated by the combined might of Elves, Men, and Dúnedain. The fallen people of Angmar, the Angmarim, survive amidst the squalor and pestilence; each year that passes fuels the fires of vengeance and hate in their souls. Subtle Angmarim in disguise wander about Eriador, spreading seeds of dissent, while the brasher Angmarim race gathers armies of foul creatures to fight for them when they finally march forth from the Gates of Carn Dûm.



Monsters and Enemy NPCs



ANGMARIM TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Ailsa Red-hands	51	52	Elite Master	Melee	Common	Fear	East Angmar
Akhan Scorn-eyer	47	48	Signature	Melee	Common	Fear	East Angmar
Akharn	45	45	Signature	Melee	Common	Fear	West Angmar
Andraste	16	16	Elite	Melee	Common	Fear	Bree-land, North Barrow-downs
Angaith	45	45	Elite	Melee	Common	Fear	Trollshaws
Angmarim Citizen	49	49	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Angmarim Citizen	50	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Angmarim Death-sworn	43	43	Elite	Ranged	Common	Fear	Trollshaws, Nan Tornaeth
Angmarim Doom-spinner	50	51	Signature	Melee	Common	Fear	Angmar, Carn Dûm
Angmarim Doom-weaver	42	43	Elite	Melee	Common	Fear	Trollshaws, Nan Tornaeth
Angmarim Fate-singer	42	43	Elite	Melee	Common	Fear	Trollshaws, Nan Tornaeth
Angmarim Guard	37	37	Elite	Melee	Common	Fear	North Downs
Angmarim High-priest	44	45	Signature	Melee	Common	Fear	Misty Mountains, High Crags
Angmarim High-priest	50	50	Signature	Melee	Common	Fear	Angmar, Carn Dûm
Angmarim Lookout	44	45	Signature	Ranged	Common	Fear	Misty Mountains, High Crags
Angmarim Lookout	49	50	Elite	Ranged	Common	Fear	Angmar, Carn Dûm
Angmarim Lookout	50	50	Elite	Ranged	Common	Fear	Angmar, Carn Dûm
Angmarim Silkspinner	44	45	Signature	Melee	Common	Fear	Misty Mountains, High Crags
Angmarim Silkspinner	50	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Angmarim Warrior	9	10	Signature	Melee	Common	—	Bree-land, Chetwood North
Champion of Minas Agar	50	51	Signature	Melee	Common	Fear	East Angmar
Donakh	42	42	Signature	Melee	Common	Fear	West Angmar, Ram Duath
Dugald Storm-fist	49	50	Elite	Melee	Common	Fear	East Angmar, Steadfast Lands
Einiora (Boss)	41	41	Elite Master	Melee	Common	Fear	North Downs
Éogan	5	5	Signature	Melee	Common	—	Bree-land, Archet
Éogan	12	12	Signature	Melee	Common	—	Bree-land, Chetwood South
Favargair Troll-keeper	32	32	Signature	Melee	Common	Fear	North Downs, Meluinen
Garnait Iron-tongue	50	51	Signature	Melee	Common	Fear	East Angmar
Grusach	24	24	Elite	Melee	Common	Fear	North Downs
Iron-crown Bloodcaller	52	53	Elite Master	Melee	Common	Fear	East Angmar
Iron-crown Bowman	44	45	Signature	Ranged	Common	Fear	West Angmar
Iron-crown Commander	42	42	Signature	Melee	Common	Fear	West Angmar, Ram Duath
Iron-crown Commander	44	44	Signature	Melee	Common	Fear	West Angmar
Iron-crown Crossbowman	43	44	Elite	Ranged	Common	Fear	West Angmar
Iron-crown Crossbowman	48	49	Signature	Ranged	Common	Fear	East Angmar, Steadfast Lands
Iron-crown Fighter	41	42	Signature	Melee	Common	Fear	West Angmar, Ram Duath
Iron-crown Fighter	44	44	Signature	Melee	Common	Fear	West Angmar
Iron-crown Fighter	44	45	Signature	Melee	Common	Fear	West Angmar
Iron-crown Keeper	44	45	Elite	Melee	Common	Fear	West Angmar
Iron-crown Lookout	52	53	Elite Master	Melee	Common	Fear	East Angmar

ANGMARIM TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Iron-crown Marksman	48	49	Elite	Ranged	Common	Fear	East Angmar, Steadfast Lands
Iron-crown Messenger	47	48	Signature	Ranged	Common	Fear	East Angmar
Iron-crown Necromancer	47	48	Signature	Melee	Common	Fear	East Angmar
Iron-crown Priest	49	49	Signature	Melee	Common	Fear	East Angmar, Steadfast Lands
Iron-crown Priestess	49	49	Signature	Melee	Common	Fear	East Angmar, Steadfast Lands
Iron-crown Runner	47	48	Elite	Melee	Common	Fear	East Angmar
Iron-crown Sage	34	35	Elite	Melee	Common	Fear	North Downs
Iron-crown Scout	44	45	Signature	Ranged	Common	Fear	West Angmar
Iron-crown Sentinel	41	42	Signature	Ranged	Common	Fear	West Angmar, Ram Duath
Iron-crown Spiderward	50	51	Signature	Melee	Common	Fear	East Angmar
Iron-crown Spirit-master	48	48	Signature	Melee	Common	Fear	East Angmar
Iron-crown Spy	26	27	Elite	Ranged	Common	Fear	North Downs
Iron-crown Stauncher	44	45	Signature	Melee	Common	Fear	West Angmar
Iron-crown Tamer	48	49	Signature	Melee	Common	Fear	East Angmar, Steadfast Lands
Iron-crown Warrior	32	34	Elite	Melee	Common	Fear	North Downs
Iron-crown Warrior	43	44	Elite	Melee	Common	Fear	West Angmar
Iron-crown Warrior	48	49	Elite	Melee	Common	Fear	East Angmar, Steadfast Lands
Iron-crown Warrior	52	53	Elite Master	Melee	Common	Fear	East Angmar
Lord of the Western Marches	47	47	Signature	Melee	Common	Fear	West Angmar
Marrec	5	5	Signature	Melee	Common	—	Ered Luin
Múra (Boss)	51	51	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Sálvakh (Boss)	51	51	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Silk Lady	45	45	Elite	Melee	Common	Fear	West Angmar
Sorcerer Tath	45	45	Signature	Melee	Common	Fear	West Angmar
The Keeper of Books	49	49	Elite Master	Melee	Common	Fear	East Angmar
Tyree	44	44	Elite	Melee	Common	Fear	Trollshaws, Nan Tornaeth



Brigands

Health: Average

Damage: Average

Description: Don't expect to walk away with coins in your pocket while traveling through an area patrolled by brigands. Brigands are usually Men, Dwarves, or half-orcs who band together to force stray travelers to part with their most coveted possessions—or worse, their lives. The individuals who form brigand camps are untrustworthy and will turn upon one another for a profit, which means you won't see too many coordinated brigand groups across the land, save for the powerful Blackwold gang in Bree-land.

Monsters and Enemy NPCs



BRIGAND TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Aldis Oatbearer	15	15	Signature	Melee	Common	—	Bree-land, South Bree-fields
Amdir	10	10	Signature	Melee	Common	—	Bree-land, Archet
Big Tom (Boss)	10	10	Normal	Melee	Common	—	Shire, Green Hill Country
Blackwold	4	4	Normal	Melee	Common	—	Bree-land, Archet
Blackwold Archer	8	8	Normal	Ranged	Common	—	Bree-land, Combe
Blackwold Archer	14	14	Normal	Ranged	Common	—	Bree-land, South Bree-fields
Blackwold Bowman	6	8	Normal	Ranged	Common	—	Bree-land, Chetwood North
Blackwold Chieftain	10	10	Normal	Melee	Common	—	Bree-land, Chetwood South
Blackwold Cutthroat	4	4	Normal	Melee	Common	—	Bree-land, Archet
Blackwold Cutthroat	7	8	Normal	Ranged	Common	—	Bree-land, Chetwood South
Blackwold Cutthroat	10	11	Normal	Ranged	Common	—	Bree-land, Chetwood South
Blackwold Enforcer	11	11	Normal	Melee	Common	—	Bree-land, Chetwood South
Blackwold Fighter	7	8	Normal	Melee	Common	—	Bree-land, Chetwood South
Blackwold Fighter	10	11	Normal	Melee	Common	—	Bree-land, Chetwood South
Blackwold Guard	7	8	Normal	Melee	Common	—	Bree-land, Chetwood South
Blackwold Guard	8	8	Normal	Melee	Common	—	Bree-land, Combe
Blackwold Guard	10	11	Normal	Melee	Common	—	Bree-land, Chetwood South
Blackwold Hoodlum	4	5	Normal	Melee	Common	—	Bree-land, Archet
Blackwold Knave	8	9	Normal	Melee	Common	—	Bree-land, Combe
Blackwold Lackey	1	1	Normal	Melee	Common	—	Bree-land, Archet
Blackwold Leader	5	5	Normal	Melee	Common	—	Bree-land, Archet
Blackwold Lieutenant	9	9	Normal	Melee	Common	—	Bree-land, Combe
Blackwold Lookout	8	10	Normal	Ranged	Common	—	Bree-land, Chetwood South
Blackwold Marksman	8	8	Normal	Ranged	Common	—	Bree-land, Combe
Blackwold Miscreant	10	10	Normal	Melee	Common	—	Bree-land, South Bree-fields
Blackwold Mushroom-thief	14	15	Normal	Melee	Common	—	Shire, Marish
Blackwold Outlaw	8	9	Normal	Melee	Common	—	Bree-land, Chetwood South
Blackwold Poacher	8	9	Normal	Melee	Common	—	Bree-land, Chetwood South
Blackwold Provisioner	15	15	Normal	Melee	Common	—	Shire, Marish
Blackwold Raider	6	8	Normal	Melee	Common	—	Bree-land, Chetwood North
Blackwold Raider	13	13	Normal	Melee	Common	—	Bree-land, South Bree-fields
Blackwold Ruffian	1	1	Normal	Melee	Common	—	Bree-land, Archet
Blackwold Ruffian	7	7	Normal	Melee	Common	—	Bree-land, Combe
Blackwold Scout	9	10	Normal	Ranged	Common	—	Bree-land, Chetwood South
Blackwold Sergeant	7	7	Normal	Melee	Common	—	Bree-land, Chetwood North
Blackwold Spy	3	3	Normal	Ranged	Common	—	Bree-land, Archet
Blackwold Striker	4	4	Normal	Ranged	Common	—	Bree-land, Archet
Blackwold Supervisor	9	9	Normal	Melee	Common	—	Bree-land, Chetwood North
Blackwold Thief	10	10	Normal	Melee	Common	—	Bree-land, Chetwood North
Blackwold Trapper	3	3	Normal	Melee	Common	—	Bree-land, Archet



BRIGAND TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Blackwold Wolf-keeper	8	9	Normal	Melee	Common	—	Bree-land, Chetwood North
Blake	14	14	Signature	Melee	Common	—	Bree-land, South Bree-fields
Brigand Archer	6	7	Normal	Ranged	Common	—	Ered Luin, Low-Lands
Brigand Archer	7	8	Normal	Melee	Common	—	North Downs
Brigand Archer	7	8	Normal	Ranged	Common	—	Ered Luin
Brigand Archer	8	10	Normal	Ranged	Common	—	Ered Luin
Brigand Boss	11	11	Normal	Melee	Common	—	Shire, Marish
Brigand Bruiser	16	17	Normal	Melee	Common	—	Lone-lands
Brigand Captain	19	20	Normal	Melee	Common	—	Lone-lands
Brigand Knave	8	8	Normal	Melee	Common	—	Shire, Green Hill Country
Brigand Lackey	6	6	Normal	Melee	Common	—	Ered Luin, Low-Lands
Brigand Lackey	7	7	Normal	Melee	Common	—	Ered Luin
Brigand Lackey	8	9	Normal	Melee	Common	—	Ered Luin
Brigand Leader	13	15	Normal	Melee	Common	—	Bree-land
Brigand Leader	14	14	Normal	Melee	Common	—	Bree-land
Brigand Leader	21	21	Normal	Melee	Common	—	Lone-lands
Brigand Lieutenant	4	5	Normal	Melee	Common	—	Bree-land, Archet
Brigand Poacher	11	11	Normal	Ranged	Common	—	Shire, Marish
Brigand Raider	7	7	Normal	Melee	Common	—	Ered Luin, Low-Lands
Brigand Raider	8	8	Normal	Melee	Common	—	Ered Luin
Brigand Raider	9	10	Normal	Melee	Common	—	Ered Luin
Brigand Robber	10	10	Normal	Melee	Common	—	Shire, Marish
Brigand Scout	17	18	Normal	Melee	Common	—	Lone-lands
Brigand Tough	15	16	Normal	Melee	Common	—	Lone-lands
Brigand Waylayer	9	9	Normal	Ranged	Common	—	Shire, Green Hill Country
Calder Cob	4	4	Signature	Melee	Common	—	Bree-land, Archet
Captain Dogwood	8	8	Signature	Melee	Common	—	Bree-land, Chetwood North
Cole Culvert	15	15	Signature	Melee	Common	—	Bree-land, South Bree-fields
Cole Sickleaf	8	8	Signature	Melee	Common	—	Bree-land, Chetwood North
Covell Woodwright	9	9	Normal	Melee	Common	—	Bree-land, Combe
Créoth Apprentice	31	31	Signature	Melee	Common	—	Lone-lands, Garth Agarwen
Créoth Disciple	29	29	Signature	Melee	Common	—	Lone-lands, Garth Agarwen
Créoth Initiate	29	29	Normal	Melee	Common	—	Lone-lands, Garth Agarwen
Créoth Novice	25	26	Normal	Melee	Common	—	Lone-lands
Créoth Servant	31	31	Signature	Melee	Common	—	Lone-lands, Garth Agarwen
Edric	1	1	Normal	Melee	Common	—	Bree-land, Archet
Eilert Crampbark	14	14	Signature	Melee	Common	—	Bree-land, South Bree-fields
Ellie Cutleaf	10	10	Normal	Melee	Common	—	Bree-land, Combe
Expert Killer	45	45	Signature	Melee	Common	—	Bree-land
Feltn	8	8	Normal	Melee	Common	—	Ered Luin

Monsters and Enemy NPCs



BRIGAND TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Fugitive Bruiser	16	17	Normal	Melee	Common	—	Lone-lands
Fugitive Captain	18	19	Normal	Melee	Common	—	Lone-lands
Fugitive Cutthroat	16	17	Normal	Melee	Common	—	Lone-lands
Fugitive Harridan	18	19	Normal	Melee	Common	—	Lone-lands
Fugitive Leader	21	22	Normal	Melee	Common	—	Lone-lands
Fugitive Marksman	19	20	Normal	Ranged	Common	—	Lone-lands
Fugitive Outlaw	17	18	Normal	Melee	Common	—	Lone-lands
Fugitive Ruffian	15	16	Normal	Melee	Common	—	Lone-lands
Fugitive Ruffian	17	18	Normal	Melee	Common	—	Lone-lands
Fugitive Scout	17	18	Normal	Ranged	Common	—	Lone-lands
Fugitive Thug	18	19	Normal	Melee	Common	—	Lone-lands
Gib Hawthorn	10	10	Signature	Melee	Common	—	Shire, Green Hill Country
Gil Goatleaf	14	14	Signature	Melee	Common	—	Bree-land, Old Forest
Grim Créoth	32	32	Signature	Melee	Common	—	Lone-lands, Garth Agarwen
Hariss the Filch	9	9	Normal	Melee	Common	—	Ered Luin
Harmon Rushes	20	20	Signature	Melee	Common	—	Lone-lands
Holt Adderson	12	12	Normal	Melee	Common	—	Bree-land, South Bree-fields
Idalene	25	25	Signature	Melee	Common	—	North Downs, Fields of Fornost
Jagger Jack	10	10	Signature	Melee	Common	—	Bree-land, Chetwood North
Jasper Mudbottom	14	14	Elite	Melee	Common	—	Bree-land, Chetwood South
Joan Darkhand (Boss)	31	31	Normal	Melee	Common	—	Lone-lands
Lost Brigand	9	9	Normal	Ranged	Common	—	Ered Luin
Minnie Applegarth	14	15	Signature	Melee	Common	—	Bree-land, Brandywine Hills
Morley the Fierce	15	15	Signature	Melee	Common	—	Bree-land, South Bree-fields
Mysterious Stranger	7	7	Normal	Melee	Common	—	Bree-land, Chetwood North
Otto	4	4	Normal	Melee	Common	—	Bree-land, Archet
Otto	10	10	Normal	Melee	Common	—	Bree-land, Midgewater Marshes
Outlaw Filcher	7	8	Normal	Melee	Common	—	North Downs, Greenway
Outlaw Filcher	7	8	Normal	Ranged	Common	—	North Downs
Outlaw Looter	20	21	Normal	Melee	Common	—	North Downs, Fields of Fornost
Outlaw Prowler	7	8	Normal	Melee	Common	—	North Downs
Outlaw Prowler	7	8	Normal	Melee	Common	—	North Downs, Greenway
Outlaw Prowler	20	22	Normal	Melee	Common	—	North Downs, Fields of Fornost
Outlaw Robber	8	8	Normal	Melee	Common	—	North Downs
Outlaw Robber	21	22	Normal	Melee	Common	—	North Downs, Fields of Fornost
Outlaw Sneak	7	8	Normal	Melee	Common	—	North Downs
Outlaw Sneak	7	8	Normal	Melee	Common	—	North Downs, Greenway
Patric Bilberry	14	14	Signature	Melee	Common	—	Bree-land, Andrath
Prisoner	4	4	Normal	Melee	Common	—	Bree-land, Archet
Raider-brawler	17	18	Normal	Melee	Common	—	Lone-lands



BRIGAND TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Raider-leader	20	21	Normal	Melee	Common	—	Lone-lands
Raider-robber	18	19	Normal	Melee	Common	—	Lone-lands
Raider-sentry	19	20	Normal	Ranged	Common	—	Lone-lands
Ranso Lungwort	15	15	Normal	Melee	Common	—	Bree-land
Red-maid Devoted	24	25	Normal	Melee	Common	—	Lone-lands
Rogue Agent	8	8	Normal	Melee	Common	—	North Downs
Roth the Ragged	16	17	Signature	Melee	Common	—	Bree-land, Brandywine Woods
Sergeant Applewood	9	9	Signature	Melee	Common	—	Bree-land, Chetwood North
Sharkey's Lieutenant	15	15	Normal	Melee	Common	—	Bree-land, Andrath
Sigeric	23	23	Normal	Melee	Common	—	Lone-lands
Southern Archer	13	14	Normal	Ranged	Common	—	Bree-land, Andrath
Southern Attacker	11	12	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Blade-bearer	13	14	Normal	Melee	Common	—	Bree-land, Andrath
Southern Bowman	13	13	Normal	Ranged	Common	—	Bree-land, Andrath
Southern Bowman	13	14	Normal	Ranged	Common	—	Bree-land, South Bree-fields
Southern Brawler	13	14	Normal	Melee	Common	—	Bree-land, Andrath
Southern Captain	14	14	Normal	Melee	Common	—	Bree-land, Andrath
Southern Footpad	13	14	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Harridan	11	12	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Hoodlum	10	11	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Knave	13	13	Normal	Melee	Common	—	Bree-land, Andrath
Southern Leader	12	12	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Lieutenant	14	14	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Markswoman	13	13	Normal	Ranged	Common	—	Bree-land, Andrath
Southern Poacher	10	10	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Raider	12	12	Normal	Melee	Common	—	Bree-land, Andrath
Southern Robber	13	14	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Ruffian	12	13	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Scout	11	12	Normal	Ranged	Common	—	Bree-land, South Bree-fields
Southern Warrior	12	12	Normal	Melee	Common	—	Bree-land, South Bree-fields
Southern Warrior	12	13	Normal	Melee	Common	—	Bree-land, Andrath
Thieving Blackwold	10	10	Normal	Melee	Common	—	Bree-land, South Bree-fields
Tough Thieving Blackwold	12	12	Normal	Melee	Common	—	Bree-land, South Bree-fields
Vance Waithman	10	10	Normal	Melee	Common	—	Bree-land, Chetwood North
Wandering Brigand	9	10	Normal	Melee	Common	—	Ered Luin
William Redcastle	10	10	Signature	Melee	Common	—	Bree-land, Chetwood North
William Skunkwood	8	8	Signature	Melee	Common	—	Bree-land, Combe



Rhudaurim

Health: Average

Damage: Average

Description: One of the four races forming the Free Peoples, Men also ally with the Shadow when their taste for greed and power taints their spirit. Men appear in all regions of Eriador, whether they be nomads who establish camps in isolated wilds, guards for the various towns of Men, corrupt spies filled with malice, even player characters themselves. In the center of Eriador's trade routes, Bree stands as the most popular of the dwellings of Men. Men have a hand in all events that shape Middle-earth.

RHUDAURIM TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Caitir Adder-kiss	43	43	Signature	Ranged	Common	Poison	West Angmar
Chief Walraig	45	45	Signature	Melee	Common	—	West Angmar
Corcur Archer	35	36	Normal	Ranged	Common	—	South Trollshaws
Corcur Berserker	41	42	Normal	Melee	Common	—	Misty Mountains, Northern Bruinen Source
Corcur Blood-singer	42	43	Normal	Melee	Common	—	Misty Mountains, Northern Bruinen Source
Corcur Blood-sworn	36	37	Normal	Melee	Common	—	South Trollshaws
Corcur Blood-sworn	41	42	Normal	Melee	Common	—	Misty Mountains, Northern Bruinen Source
Corcur Blood-vowed	45	45	Normal	Melee	Common	—	Misty Mountains, High Crags
Corcur Blood-vowed	49	49	Elite	Melee	Common	—	Misty Mountains, Helegrod
Corcur Bowman	41	42	Normal	Ranged	Common	—	Misty Mountains, Northern Bruinen Source
Corcur Plague-bringer	50	50	Elite	Ranged	Common	Poison	Misty Mountains, Helegrod
Corcur Poisoner	39	40	Normal	Melee	Common	—	Trollshaws, Nan Tornaeth
Corcur Poison-mistress	41	42	Normal	Ranged	Common	Poison	Misty Mountains, Northern Bruinen Source
Corcur Scout	50	50	Elite	Melee	Common	—	Misty Mountains, Helegrod
Corcur Seer	50	50	Elite	Melee	Common	—	Misty Mountains, Helegrod
Corcur Skirmisher	38	39	Normal	Ranged	Common	—	Trollshaws, Nan Tornaeth
Créoth Chieftain	32	32	Elite	Melee	Common	—	Lone-lands, Garth Agarwen
Créoth Devout	29	29	Elite	Melee	Common	—	Lone-lands, Garth Agarwen
Créoth Elder	28	29	Elite	Melee	Common	—	Lone-lands, Agamaur
Créoth Faithful	27	28	Elite	Melee	Common	—	Lone-lands, Agamaur
Créoth Leader	30	30	Elite	Melee	Common	—	Lone-lands, Garth Agarwen
Créoth Warden	31	31	Elite	Melee	Common	—	Lone-lands, Garth Agarwen
Donnan	45	45	Signature	Melee	Common	—	West Angmar
Dúnláng	31	31	Elite Master	Melee	Common	—	Lone-lands, Garth Agarwen
Hill-man Archer	35	36	Elite	Melee	Common	—	North Downs, Dol Dinén
Hill-man Armourer	35	35	Signature	Melee	Common	—	North Downs, Nan Amlug East
Hill-man Berserker	42	43	Normal	Melee	Common	—	West Angmar
Hill-man Blood-dancer	44	45	Normal	Melee	Common	—	West Angmar
Hill-man Blood-dancer	50	50	Elite	Melee	Common	—	Angmar, Carn Dûm



RHUDAURIM TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Hill-man Blood-guard	44	45	Normal	Melee	Common	—	West Angmar
Hill-man Blood-guard	48	48	Elite	Melee	Common	—	Angmar, Carn Dûm
Hill-man Blood-guard	50	50	Elite	Melee	Common	—	Angmar, Carn Dûm
Hill-man Blood-seeker	51	52	Elite	Melee	Common	—	Angmar, Carn Dûm
Hill-man Blood-seer	47	48	Elite	Melee	Common	—	East Angmar
Hill-man Blood-sworn	50	51	Signature	Melee	Common	—	East Angmar
Hill-man Bondsman	35	35	Normal	Melee	Common	—	North Downs, Nan Amlug East
Hill-man Bow-master	51	52	Elite	Melee	Common	—	Angmar, Carn Dûm
Hill-man Chieftain	35	35	Normal	Melee	Common	—	North Downs, Nan Amlug East
Hill-man Death-seer	51	52	Signature	Melee	Common	—	East Angmar
Hill-man Death-wind	50	51	Signature	Melee	Common	—	East Angmar
Hill-man Defender	32	32	Elite	Melee	Common	—	North Downs, Meluinen
Hill-man Oath-caller	35	36	Elite	Melee	Common	—	North Downs, Dol Dinen
Hill-man Oathsworn	35	36	Elite	Melee	Common	—	North Downs, Dol Dinen
Hill-man Plague-bearer	36	36	Elite	Melee	Common	—	North Downs, Nan Amlug East
Hill-man Protector	47	48	Elite	Melee	Common	—	East Angmar
Hill-man Raider	43	44	Normal	Melee	Common	—	West Angmar
Hill-man Raider	50	50	Elite	Melee	Common	—	Angmar, Carn Dûm
Hill-man Scout	43	44	Normal	Ranged	Common	—	West Angmar
Hill-man Scout	50	50	Elite	Melee	Common	—	Angmar, Carn Dûm
Hill-man Seer	51	52	Elite	Melee	Common	—	Angmar, Carn Dûm
Hill-man Sentry	42	43	Normal	Ranged	Common	—	West Angmar
Hill-man Skirmisher	35	35	Normal	Ranged	Common	—	North Downs, Nan Amlug East
Hill-man Venom-master	50	50	Elite	Ranged	Common	Poison	Angmar, Carn Dûm
Hill-man War-chief	51	52	Signature	Melee	Common	—	East Angmar
Master of Wargs	45	45	Signature	Ranged	Common	—	West Angmar
Mungan	43	43	Signature	Melee	Common	—	West Angmar
Rodakhan	51	51	Elite Master	Melee	Common	—	Angmar, Carn Dûm
Silent Judge	44	44	Signature	Melee	Common	—	West Angmar
Temair the Devoted	30	30	Elite Master	Melee	Common	—	Lone-lands, Garth Agarwen
Uthagan	43	43	Signature	Melee	Common	—	West Angmar
Uthagan	44	44	Normal	Melee	Common	—	West Angmar
Vátair Grim-crow	37	37	Elite	Melee	Common	—	South Trollshaws
Wild Corcur	51	51	Elite	Melee	Common	—	Misty Mountains, Helegrod



Pale-folk

Health: Average

Damage: Average

Description: From a distance, pale-folk appear to be poverty-stricken children dressed in rags. Don't be fooled. Bred as a special servant race to the ruling classes in Angmar, the pale-folk hunt like feral creatures with beady eyes that can see well in the Angmar gloom and pointed teeth that will tear an undefended arm apart in seconds. Pale-folk can generally be found roaming through Carn Dûm or in the outlying Angmarim outposts.

PALE FOLK TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Enraged Pale-folk	49	49	Normal	Melee	Common	Poison	East Angmar, Urugarth
Enslaved Pale-folk	43	44	Normal	Melee	Common	Poison	East Angmar
Enslaved Pale-folk	44	45	Normal	Melee	Common	Poison	East Angmar
Enslaved Pale-folk	44	45	Normal	Melee	Common	Poison	East Angmar, Carn Dûm
Enslaved Pale-folk	47	47	Normal	Melee	Common	Poison	East Angmar, Steadfast Lands
Enslaved Pale-folk	48	49	Normal	Melee	Common	Poison	East Angmar, Urugarth
Enslaved Pale-folk	50	51	Normal	Melee	Common	Poison	Angmar, Carn Dûm
Enslaved Pale-folk	50	51	Normal	Melee	Common	Poison	East Angmar
Enslaved Pale-folk	51	52	Swarm	Melee	Common	Poison	Angmar, Carn Dûm
Free-folk Guard	37	38	Normal	Melee	Common	Poison	East Angmar, Carn Dûm
Free-folk Guard	48	49	Normal	Melee	Common	Poison	East Angmar, Carn Dûm
Free-folk Sneak	49	49	Swarm	Melee	Common	Poison	East Angmar, Steadfast Lands
Free-folk Worker	35	36	Normal	Melee	Common	Poison	East Angmar, Carn Dûm
Free-folk Worker	47	48	Normal	Melee	Common	Poison	East Angmar, Carn Dûm
Pale-folk Hornblower	47	48	Swarm	Melee	Common	Poison	East Angmar, Urugarth
Sneak	44	45	Normal	Melee	Common	Poison	East Angmar
Weak Pale-folk	45	46	Swarm	Melee	Common	Poison	East Angmar
Weak Pale-folk	45	46	Swarm	Melee	Common	Poison	East Angmar, Carn Dûm

Orc-kind

Servants of the Shadow bred for destruction and rage, orc-kind generally follow a hierarchy: the lower-threat goblins, average orcs and powerful uruks. Half-orcs are a crossbreed between man and orc, with capabilities similar to an orc, but they are uncommon.

RESISTANCES

Songs	Cries	Magic	Physical
Average	Weak	Average	Average

MITIGATION

Fire	Light	Ancient Dwarf	Beleriand	Westerness
Weak	Weak	Average	Weak	Average



Goblins

Health: Poor

Damage: Poor

Description: On the orc scale, goblins are the weakest. Their tiny frames do not inspire fear or inflict much natural damage, so to make up for their small stature, goblins use tools of all kinds. Goblin-sappers will throw explosive fire vials at targets, while the warrior-kind will hurl spears or bash away with sword and shield. Goblins have a tendency to flee early from a fight; be alert against cowardly goblins running and summoning new allies to the battle.

GOBLIN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Akrûr (Boss)	47	47	Elite Master	Melee	Common	—	East Angmar, Urugarth
Anghásh	19	19	Normal	Melee	Common	—	Lone-lands
Athglok	12	12	Elite	Melee	Common	—	Shire, Greenfields
Athpukh (Boss)	49	49	Elite Master	Melee	Common	Poison	East Angmar, Urugarth
Blogmal Guard	32	33	Normal	Melee	Common	—	North Downs, Fornost
Blogmal Guard	36	37	Normal	Melee	Common	Poison	North Downs, Fornost
Blogmal Sapper	34	35	Normal	Ranged	Common	—	North Downs, Fornost
Blogmal Sapper	39	39	Normal	Ranged	Common	—	North Downs, Fornost
Blogmal Scout	48	49	Elite	Melee	Common	—	Angmar, Carn Dûm
Blogmal Slave	48	49	Elite	Melee	Common	—	Angmar, Carn Dûm
Blogmal Spear-hurler	36	37	Normal	Melee	Common	—	North Downs, Fornost
Blogmal Spear-master	33	34	Normal	Melee	Common	—	North Downs, Fornost
Blogmal Spear-tosser	38	39	Normal	Melee	Common	—	North Downs, Fornost
Blogmal Ward	38	39	Normal	Melee	Common	Poison	North Downs, Fornost
Blue-crag Chief	12	12	Elite	Melee	Common	—	Ered Luin, Rath Teraig
Blue-crag Chieftain	9	9	Signature	Melee	Common	—	Ered Luin, Vale of Thrain
Blue-crag Crusher	5	6	Normal	Melee	Common	—	Ered Luin, Thorin's Gate
Blue-crag Defender	11	11	Normal	Melee	Common	—	Ered Luin, Rath Teraig
Blue-crag Defiler	6	7	Normal	Melee	Common	Poison	Ered Luin, Fen Ethuil
Blue-crag Demolisher	10	11	Elite	Ranged	Common	—	Ered Luin, Rath Teraig
Blue-crag Goblin	10	11	Normal	Melee	Common	Poison	Ered Luin, Rath Teraig
Blue-crag Gouger	8	8	Normal	Melee	Common	—	Ered Luin, Fen Ethuil
Blue-crag Hurler	11	11	Elite	Melee	Common	—	Ered Luin, Rath Teraig
Blue-crag Novice	8	9	Normal	Melee	Common	Poison	Ered Luin, Low-Lands
Blue-crag Outrider	7	8	Normal	Melee	Common	—	Ered Luin, Vale of Thrain
Blue-crag Piercer	7	8	Normal	Melee	Common	—	Ered Luin, Vale of Thrain
Blue-crag Sapper	10	11	Normal	Ranged	Common	—	Ered Luin, Rath Teraig
Blue-crag Scrapper	12	12	Normal	Melee	Common	—	Ered Luin, Rath Teraig

Monsters and Enemy NPCs



GOBLIN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Blue-crag Sentinel	7	8	Normal	Melee	Common	—	Ered Luin, Fen Ethuil
Blue-crag Shielder	11	11	Elite	Melee	Common	—	Ered Luin, Rath Teraig
Blue-crag Slicer	10	11	Elite	Melee	Common	Poison	Ered Luin, Rath Teraig
Blue-crag Spoiler	9	10	Normal	Melee	Common	—	Ered Luin, Low-Lands
Blue-crag Stabber	5	6	Normal	Melee	Common	—	Ered Luin, Thorin's Gate
Blue-crag Stinger	11	11	Normal	Melee	Common	—	Ered Luin, Rath Teraig
Blue-crag Trapper	9	10	Normal	Melee	Common	—	Ered Luin, Low-Lands
Blue-crag Warchief	7	7	Normal	Melee	Common	—	Ered Luin
Blue-crag Warlord	6	6	Normal	Melee	Common	—	Ered Luin, Thorin's Gate
Bok	48	48	Normal	Melee	Common	—	Ettenmoors, Arador's End
Champion of Minas Maur	50	51	Signature	Melee	Common	Poison	East Angmar
Crazed Gramsfoot	10	12	Elite	Melee	Common	Poison	Shire, Greenfields
Crazed Stonehold	21	22	Normal	Melee	Common	Poison	North Downs, Annundir
Fim the Worm	48	48	Normal	Melee	Common	—	Ettenmoors, Arador's End
Foul Blue-crag	4	5	Normal	Melee	Common	—	Ered Luin, Thorin's Gate
Gasham	48	48	Normal	Melee	Common	—	Ettenmoors, Arador's End
Glusum	50	50	Elite Master	Ranged	Common	—	East Angmar, Urugarth
Goblin	3	4	Normal	Melee	Common	—	Ered Luin
Goblin Champion	28	30	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Goblin Chief	3	3	Normal	Melee	Common	—	Ered Luin
Goblin Chief	5	5	Normal	Melee	Common	—	Ered Luin
Goblin Chief	41	41	Elite	Melee	Common	—	Angmar, Ram Duath
Goblin Guard	11	12	Normal	Melee	Common	—	Shire, Greenfields
Goblin Guard	1	1	Normal	Melee	Common	—	Ered Luin
Goblin Guard	3	3	Normal	Melee	Common	—	Ered Luin
Goblin Lobber	2	3	Normal	Ranged	Common	—	Ered Luin
Goblin Lobber	10	11	Normal	Ranged	Common	—	Shire, Greenfields
Goblin Prowler	3	3	Normal	Melee	Common	—	Ered Luin
Goblin Sapper	4	5	Normal	Ranged	Common	—	Ered Luin
Goblin Scout	1	1	Normal	Melee	Common	—	Ered Luin
Goblin Scout	2	3	Normal	Melee	Common	—	Ered Luin
Goblin Scout	3	4	Normal	Melee	Common	—	Ered Luin
Goblin Scout	10	11	Normal	Melee	Common	—	Shire, Greenfields
Goblin Scout	13	13	Normal	Melee	Common	—	Bree-land, Midgewater Marsh
Goblin Searcher	38	39	Normal	Melee	Common	—	Trollshaws, High Moor
Goblin Spearmaster	12	13	Elite	Melee	Common	—	Shire, Greenfields
Goblin Spoiler	4	5	Normal	Ranged	Common	—	Ered Luin
Goblin Town Guard	44	45	Elite	Melee	Common	—	Misty Mountains
Goblin Town Miner	42	43	Elite	Melee	Common	Poison	Misty Mountains
Goblin Town Sniper	43	44	Elite	Melee	Common	—	Misty Mountains



GOBLIN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Goblin Warrior	1	1	Normal	Melee	Common	—	Ered Luin
Goblin Warrior	3	3	Normal	Melee	Common	Poison	Ered Luin
Goblin Warrior	4	4	Normal	Melee	Common	Poison	Ered Luin
Goblin Warrior	10	12	Normal	Melee	Common	Poison	Shire, Greenfields
Goblin Warrior	16	17	Normal	Melee	Common	—	Bree-land, Midgewater Marsh
Gramsfoot Advancer	8	8	Normal	Melee	Common	—	Shire, Bindbole Wood
Gramsfoot Battler	12	12	Elite	Melee	Common	—	Shire, Greenfields
Gramsfoot Defender	11	11	Elite	Melee	Common	—	Shire, Greenfields
Gramsfoot Defiler	12	12	Elite	Melee	Common	Poison	Shire, Greenfields
Gramsfoot Guard	11	11	Normal	Melee	Common	—	Shire, Greenfields
Gramsfoot Hurler	11	11	Normal	Melee	Common	—	Shire, Greenfields
Gramsfoot Hurler	12	13	Normal	Ranged	Common	—	Shire, Greenfields
Gramsfoot Lobber	12	13	Elite	Ranged	Common	—	Shire, Greenfields
Gramsfoot Piercer	9	9	Normal	Melee	Common	—	Shire, Bindbole Wood
Gramsfoot Sapper	10	11	Elite	Ranged	Common	—	Shire, Greenfields
Gramsfoot Scout	12	13	Normal	Melee	Common	—	Shire, Greenfields
Gramsfoot Shielder	11	12	Elite	Melee	Common	—	Shire, Greenfields
Gramsfoot Spear-master	10	11	Elite	Melee	Common	—	Shire, Greenfields
Gramsfoot Thrower	11	11	Elite	Melee	Common	—	Shire, Greenfields
Gramsfoot Warrior	13	14	Elite	Melee	Common	—	Shire, Greenfields
Gramsfoot Waylayer	12	14	Normal	Melee	Common	Poison	Shire, Greenfields
Great Goblin	11	11	Signature	Melee	Common	—	Ered Luin, Low-Lands
Great Goblin	43	43	Elite	Melee	Common	—	Misty Mountains, Eastern Bruinen Source
Great-goblin Guard	43	43	Elite	Melee	Common	Poison	Misty Mountains, Eastern Bruinen Source
Gurzmat	42	42	Signature	Melee	Common	—	Misty Mountains, Eastern Bruinen Source
Gurzrum	11	11	Signature	Melee	Common	Poison	Bree-land, Midgewater Marsh
Gurzstâz	11	11	Signature	Melee	Common	—	Bree-land, Midgewater Marsh
Highland Goblin-artisanist	39	40	Normal	Ranged	Common	—	Misty Mountains, Eastern Bruinen Source
Highland Goblin-chieftain	39	40	Normal	Melee	Common	—	Misty Mountains, Eastern Bruinen Source
Highland Goblin-lobber	37	39	Normal	Melee	Common	—	Misty Mountains, Eastern Bruinen Source
Holmgoj	25	25	Elite	Ranged	Common	—	North Downs, Nan Wathren
Kondurb	33	33	Elite	Melee	Common	Poison	North Downs, Dol Dinen
Krahjarn Blood-fury	46	47	Normal	Melee	Common	Poison	East Angmar, Urugarth
Krahjarn Fell-shot	46	47	Normal	Melee	Common	—	East Angmar, Urugarth
Krahjarn Flame-keeper	45	46	Normal	Melee	Common	—	East Angmar, Carn Dûm
Krahjarn Flame-sworn	46	47	Normal	Ranged	Common	—	East Angmar, Urugarth
Krahjarn Leader	46	47	Signature	Melee	Common	—	East Angmar, Urugarth
Krahjarn Lobber	50	51	Normal	Melee	Common	—	East Angmar
Krahjarn Shadow-skulker	50	51	Normal	Melee	Common	Poison	East Angmar
Krahjarn Shield-bearer	44	45	Normal	Melee	Common	—	East Angmar, Carn Dûm

Monsters and Enemy NPCs



GOBLIN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Krahjarn Shield-master	47	48	Normal	Melee	Common	—	East Angmar, Urugarth
Krahjarn Slave-leader	51	52	Signature	Melee	Common	—	East Angmar
Krahjarn Woe-finder	48	49	Normal	Melee	Common	—	East Angmar, Carn Dûm
Lubach	12	12	Elite	Melee	Common	—	Shire, Greenfields
Málglok	32	32	Signature	Melee	Common	—	North Downs, Dol Dinen
Midgewater Chief	11	11	Normal	Melee	Common	—	Bree-land, Midgewater Marsh
Midgewater Defender	9	10	Normal	Melee	Common	—	Bree-land, Midgewater Marsh
Midgewater Sapper	10	11	Normal	Ranged	Common	—	Bree-land, Midgewater Marsh
Midgewater Scout	9	10	Normal	Melee	Common	—	Bree-land, Midgewater Marsh
Midgewater Warrior	10	11	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Mountain Goblin-chieftain	40	41	Normal	Melee	Common	—	Misty Mountains
Mountain Goblin-digger	40	41	Normal	Melee	Common	Poison	Misty Mountains
Mountain Goblin-raider	44	45	Normal	Melee	Common	—	Misty Mountains
Mountain Goblin-sapper	43	44	Normal	Ranged	Common	—	Misty Mountains
Mountain Goblin-skirmisher	42	43	Normal	Melee	Common	—	Misty Mountains
Mudhun	48	48	Normal	Melee	Common	—	Ettenmoors, Arador's End
Muz	21	21	Signature	Melee	Common	Poison	Lone-lands, Weather Hills
Narish	21	21	Normal	Melee	Common	—	Lone-lands
Natkam	32	32	Signature	Melee	Common	Poison	North Downs, Dol Dinen
Ninkran	50	50	Elite Master	Melee	Common	—	East Angmar, Urugarth
Nishrúk	22	22	Elite	Melee	Common	—	Lone-lands
Nurzúr	20	20	Elite	Melee	Common	—	Lone-lands
Ongbûrz Slicer	31	32	Normal	Melee	Common	—	North Downs, Dol Dinen
Ongbûrz Spear-tosser	30	31	Normal	Melee	Common	—	North Downs, Dol Dinen
Ongbûrz Warg-keeper	32	33	Normal	Melee	Common	Poison	North Downs, Dol Dinen
Pampraush	7	7	Normal	Melee	Common	Poison	Ered Luin, Fen Ethuil
Parzot	8	8	Normal	Melee	Common	—	Ered Luin, Vale of Thrain
Revolting Tarkríp	24	25	Elite	Melee	Common	Poison	North Downs, Nan Wathren
Sadauk	47	48	Signature	Melee	Common	Poison	East Angmar
Snowreap Ambusher	38	39	Normal	Melee	Common	—	Misty Mountains, Eastern Bruinen Source
Snowreap Berserker	41	42	Normal	Melee	Common	Poison	Misty Mountains, Eastern Bruinen Source
Snowreap Fire-tosser	41	42	Normal	Ranged	Common	—	Misty Mountains, Eastern Bruinen Source
Snowreap Guard	48	49	Normal	Melee	Common	—	Ettenmoors, Arador's End
Snowreap Miner	48	48	Normal	Ranged	Common	—	Ettenmoors, Arador's End
Snowreap Overseer	50	50	Elite	Melee	Common	—	Ettenmoors, Arador's End
Snowreap Raider	36	37	Normal	Melee	Common	—	Trollshaws, Bruinen Gorges
Snowreap Sapper	48	49	Normal	Ranged	Common	—	Ettenmoors, Arador's End
Snowreap Shield-bearer	41	42	Normal	Melee	Common	—	Misty Mountains, Eastern Bruinen Source
Snowreap Skirmisher	41	42	Normal	Melee	Common	—	Misty Mountains, Eastern Bruinen Source
Snowreap Thief	41	42	Normal	Melee	Common	Poison	Misty Mountains, Eastern Bruinen Source



GOBLIN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Stonehold Advancer	21	22	Normal	Melee	Common	Poison	North Downs, Annundir
Stonehold Blood-fury	46	48	Normal	Melee	Common	—	East Angmar
Stonehold Blood-shot	45	46	Normal	Melee	Common	—	East Angmar, Ram Duath
Stonehold Brawler	46	47	Normal	Melee	Common	—	East Angmar, Ram Duath
Stonehold Chief	22	23	Normal	Melee	Common	—	North Downs, Annundir
Stonehold Deserter	46	47	Normal	Melee	Common	—	East Angmar
Stonehold Fallen-chief	48	48	Normal	Melee	Common	—	East Angmar
Stonehold Fire-master	45	46	Normal	Melee	Common	—	East Angmar
Stonehold Flame-sworn	45	47	Normal	Melee	Common	—	East Angmar
Stonehold Fore-guard	44	45	Normal	Melee	Common	—	East Angmar, Ram Duath
Stonehold Revolter	47	47	Normal	Melee	Common	—	East Angmar
Stonehold Ridge-fighter	44	45	Normal	Melee	Common	—	East Angmar, Ram Duath
Stonehold Sentry	46	47	Normal	Melee	Common	—	East Angmar, Ram Duath
Stonehold Shadow-dart	45	46	Normal	Melee	Common	—	East Angmar, Ram Duath
Stonehold Spear-hurler	21	22	Normal	Melee	Common	—	North Downs, Annundir
Stonehold Warg-keeper	46	47	Elite	Melee	Common	Poison	East Angmar
Stout Gramsfoot	13	14	Normal	Melee	Common	—	Shire, Greenfields
Sulmúrz	22	22	Normal	Melee	Common	—	Lone-lands
Tarkríp Basher	43	44	Normal	Melee	Common	—	West Angmar
Tarkríp Chief	47	48	Normal	Melee	Common	—	East Angmar
Tarkríp Chieftain	44	45	Normal	Melee	Common	—	West Angmar
Tarkríp Fire-thrower	43	44	Normal	Ranged	Common	—	West Angmar
Tarkríp Fire-thrower	46	47	Normal	Ranged	Common	—	East Angmar
Tarkríp Slasher	46	47	Normal	Melee	Common	—	East Angmar
Tarkríp Spear-hurler	43	44	Normal	Melee	Common	—	West Angmar
Tarkríp Spear-thrower	46	47	Normal	Melee	Common	—	East Angmar
Tarkríp Thrasher	26	27	Elite	Melee	Common	Poison	North Downs, Nan Wathren
Tarkríp Warg-keeper	26	27	Elite	Melee	Common	Poison	North Downs, Nan Wathren
Tramug	45	45	Signature	Melee	Common	Poison	West Angmar
Ulural	20	20	Signature	Melee	Common	—	Lone-lands, Weather Hills
Ushtum	45	45	Signature	Melee	Common	Poison	West Angmar
Violent Tarkríp	23	24	Normal	Melee	Common	—	North Downs, Nan Wathren
Vokvras	8	8	Signature	Melee	Common	Poison	Ered Luin, Vale of Thrain
White Hand Battler	20	21	Elite	Melee	Common	—	Lone-lands
White Hand Chief	18	19	Normal	Melee	Common	—	Lone-lands
White Hand Conscript	20	20	Normal	Melee	Common	—	Lone-lands, Weather Hills
White Hand Crusher	17	18	Normal	Melee	Common	Poison	Lone-lands
White Hand Defender	19	20	Normal	Melee	Common	Poison	Lone-lands
White Hand Fire-thrower	20	20	Normal	Ranged	Common	—	Lone-lands, Weather Hills
White Hand Fire-thrower	20	21	Elite	Ranged	Common	—	Lone-lands

Monsters and Enemy NPCs



GOBLIN TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
White Hand Guard	16	17	Normal	Melee	Common	—	Lone-lands
White Hand Lobber	16	17	Normal	Ranged	Common	—	Lone-lands
White Hand Ridge-fighter	19	20	Elite	Melee	Common	Poison	Lone-lands
White Hand Sapper	18	19	Normal	Ranged	Common	—	Lone-lands
White Hand Spearer	17	18	Normal	Melee	Common	—	Lone-lands
White Hand Spear-thrower	16	17	Normal	Melee	Common	—	Lone-lands
White Hand Strong-arm	19	20	Elite	Melee	Common	—	Lone-lands
White Hand Thrasher	17	18	Normal	Melee	Common	—	Lone-lands
White Hand War-bringer	21	22	Elite	Melee	Common	—	Lone-lands
White Hand Warg-keeper	20	20	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
Wild Blue-crag	6	7	Normal	Melee	Common	Poison	Ered Luin, Vale of Thrain
Wild Gramsfoot	12	12	Normal	Melee	Common	Poison	Shire, Greenfields
Wild Gramsfoot	12	14	Elite	Melee	Common	Poison	Shire, Greenfields
Wrathful Krahjarn	47	48	Normal	Melee	Common	—	East Angmar, Carn Dûm
Zanshik	9	9	Signature	Melee	Common	—	Shire, Bindbole Wood
Zanvras	12	12	Signature	Melee	Common	Poison	Ered Luin, Rath Teraig
Zau-gûjâb	11	11	Elite	Melee	Common	—	Bree-land, Midgewater Marsh
Zhurmat	36	36	Elite Master	Melee	Common	—	North Downs, Fornost
Zhurpukh of the Deeps	15	15	Signature	Melee	Common	—	Bree-land, Midgewater Marsh



Half-orcs

Health: Weak

Damage: Strong

Description: Created by Saruman to replace orcs who weaken in sunlight, these orc-man crossbreeds do not have the same strength and endurance as their monstrous brothers. They do, however, have the benefit of passing as human, and therefore make excellent spies for the minions of the Shadow. Eriador's largest collection of half-orcs gravitates to the Naerost ruins in the Lone-lands. Of course, they may be elsewhere—they've blended so well that you can't distinguish them from the local folks.

HALF-ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Half-orc Fighter	15	16	Normal	Ranged	Common	—	Lone-lands, Weather Hills
Bertie Barb	9	9	Normal	Ranged	Common	Poison	Bree-land, Combe
Blághorsha	14	15	Signature	Melee	Common	—	Bree-land
Fair Sherman	15	15	Signature	Ranged	Common	Poison	Bree-land, Andrath



HALF-ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Half-orc	34	35	Elite	Ranged	Common	Poison	North Downs, Fornost
Half-orc	36	37	Elite	Ranged	Common	Poison	North Downs, Fornost
Half-orc Bandit	17	18	Normal	Ranged	Common	—	Lone-lands
Half-orc Boss	14	15	Normal	Melee	Common	—	Bree-land, Andrath
Half-orc Boss	20	21	Normal	Melee	Common	—	Lone-lands
Half-orc Boss	35	35	Elite	Melee	Common	—	North Downs, Fornost
Half-orc Boss	37	37	Elite	Melee	Common	—	North Downs, Fornost
Half-orc Bowman	8	9	Normal	Melee	Common	—	Bree-land, Midgewater Marsh
Half-orc Brawler	16	17	Normal	Ranged	Common	—	North Downs, Greenway
Half-orc Bruiser	13	14	Normal	Ranged	Common	Poison	Bree-land, Andrath
Half-orc Bruiser	17	18	Normal	Ranged	Common	—	Lone-lands
Half-orc Bruiser	30	30	Normal	Ranged	Common	—	Lone-lands
Half-orc Bruiser	33	34	Elite	Ranged	Common	—	North Downs, Fornost
Half-orc Bruiser	36	37	Elite	Ranged	Common	—	North Downs, Fornost
Half-orc Brute	9	10	Normal	Ranged	Common	—	Bree-land, Midgewater Marsh
Half-orc Brute	18	19	Normal	Ranged	Common	Poison	Lone-lands
Half-orc Commander	20	21	Normal	Melee	Common	—	Lone-lands
Half-orc Duster	16	17	Normal	Ranged	Common	Poison	Lone-lands, Weather Hills
Half-orc Fighter	13	14	Normal	Ranged	Common	—	Bree-land, Andrath
Half-orc Guard	19	20	Normal	Melee	Common	—	Lone-lands
Half-orc Guard	33	34	Elite	Melee	Common	—	North Downs, Fornost
Half-orc Guard	36	37	Elite	Melee	Common	—	North Downs, Fornost
Half-orc Henchman	8	9	Normal	Ranged	Common	Poison	Bree-land, Midgewater Marsh
Half-orc Knave	15	16	Normal	Ranged	Common	Poison	North Downs, Greenway
Half-orc Leader	11	11	Normal	Melee	Common	—	Shire, Marish
Half-orc Lobber	36	36	Elite Master	Melee	Common	Poison	North Downs, Fornost
Half-orc Marksman	17	18	Normal	Melee	Common	—	Lone-lands, Weather Hills
Half-orc Master	19	20	Normal	Ranged	Common	Poison	North Downs, Nan Wathren
Half-orc Murderer	11	11	Normal	Ranged	Common	Poison	Bree-land, Andrath
Half-orc Murderer	18	19	Normal	Melee	Common	—	Bree-land
Half-orc Outlaw	12	12	Normal	Melee	Common	—	Bree-land, Andrath
Half-orc Outlaw	17	18	Normal	Melee	Common	—	Bree-land
Half-orc Robber	11	12	Normal	Melee	Common	—	Bree-land, Andrath
Half-orc Robber	17	18	Normal	Melee	Common	Poison	Bree-land
Half-orc Ruffian	13	14	Normal	Melee	Common	Poison	Bree-land, Andrath
Half-orc Ruffian	32	32	Normal	Ranged	Common	Poison	Lone-lands
Half-orc Scoundrel	10	10	Normal	Melee	Common	Poison	Shire, Marish
Half-orc Scoundrel	18	19	Normal	Ranged	Common	Poison	Lone-lands
Half-orc Scout	15	17	Normal	Melee	Common	—	North Downs, Greenway
Half-orc Sentry	13	14	Normal	Melee	Common	—	Bree-land, Andrath
Half-orc Sentry	35	35	Normal	Ranged	Common	Poison	Lone-lands



HALF-ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Half-orc Trapper	10	10	Normal	Melee	Common	—	Shire, Marish
Half-orc Watchman	19	20	Normal	Melee	Common	—	Lone-lands
Hontimûrz	20	21	Elite	Melee	Common	—	Lone-lands
Hontimûrz Guard	18	19	Normal	Melee	Common	Poison	Lone-lands
Jagger Jack	10	10	Signature	Melee	Common	—	Bree-land, Combe
Jonny	9	9	Normal	Ranged	Common	Poison	Bree-land, Combe
Lugbas	28	28	Elite	Melee	Common	—	North Downs, Nan Wathren
Lugbash	37	37	Elite Master	Melee	Common	Poison	North Downs, Fornost
Shauk	25	25	Signature	Melee	Common	Poison	Lone-lands
Snagabash	20	20	Signature	Melee	Common	Poison	Lone-lands
Snagabur	14	14	Signature	Melee	Common	—	Bree-land, North Bree-fields
Tarkrîp Siege-engineer	25	26	Elite	Melee	Common	—	North Downs, Nan Wathren
William the Ripper	9	9	Normal	Ranged	Common	Poison	Bree-land, Combe



Orcs

Health: Average

Damage: Average

Description: Orcs are the grunt troops for the Shadow armies. In Eriador, you have many orc tribes splintered into well-defended camps, the strongest of which lies in Dol Dinen near Esteldán, in the North Downs. More powerful than goblins but less so than uruks, orcs wield armour and weapons similar to the defenders of the Free Peoples, except their purposes serve pain, death, and the will of Sauron. On your quests, pray you encounter orcs, rather than their greater uruk brethren.

ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Alerted Orc Archer	48	49	Normal	Melee	Common	Poison	East Angmar
Alerted Orc Berserker	48	49	Normal	Melee	Common	Poison	East Angmar
Alert White Hand	18	19	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
Angered Tarkrîp	22	23	Normal	Melee	Common	—	Lone-lands, Harloeg
Battle-crazed Blogmal	50	51	Elite	Melee	Common	—	East Angmar, Carn Dûm
Battle-scarred Krahjarn	51	52	Elite	Melee	Common	—	East Angmar
Blogmal Arrow-master	48	49	Elite	Melee	Common	Poison	East Angmar, Carn Dûm
Blogmal Battle-frenzy	37	38	Normal	Melee	Common	—	East Angmar, Carn Dûm
Blogmal Battle-frenzy	47	48	Elite	Melee	Common	—	East Angmar, Carn Dûm
Blogmal Battle-frenzy	47	48	Normal	Melee	Common	—	East Angmar
Blogmal Battle-frenzy	50	51	Normal	Melee	Common	—	East Angmar
Blogmal Berserker	47	48	Normal	Melee	Common	—	East Angmar



ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Blogmal Bow-master	50	51	Elite	Melee	Common	Poison	East Angmar, Carn Dûm
Blogmal Captain	41	42	Normal	Melee	Common	—	West Angmar, Ram Duath
Blogmal Captain	46	47	Normal	Melee	Common	—	East Angmar
Blogmal Combatant	46	47	Normal	Melee	Common	—	East Angmar
Blogmal Conscript	45	46	Normal	Melee	Common	—	East Angmar
Blogmal Curse-shouter	46	47	Normal	Ranged	Common	Poison	East Angmar
Blogmal Defiler	36	36	Elite	Melee	Common	Poison	North Downs, Fornost
Blogmal Fighter	40	41	Normal	Melee	Common	—	West Angmar, Ram Duath
Blogmal Kalus	45	46	Normal	Melee	Common	—	East Angmar
Blogmal Pillager	34	35	Elite	Melee	Common	Poison	North Downs, Fornost
Blogmal Pillager	35	36	Elite	Melee	Common	Poison	North Downs, Fornost
Blogmal Pillager	38	39	Elite	Melee	Common	Poison	North Downs, Fornost
Blogmal Raider	33	34	Elite	Melee	Common	—	North Downs, Fornost
Blogmal Raider	35	36	Elite	Melee	Common	—	North Downs, Fornost
Blogmal Ravager	36	37	Normal	Melee	Common	—	East Angmar, Carn Dûm
Blogmal Ravager	45	46	Elite	Melee	Common	—	East Angmar, Carn Dûm
Blogmal Ravager	46	47	Normal	Melee	Common	—	East Angmar
Blogmal Ravager	50	51	Normal	Melee	Common	—	East Angmar
Blogmal Reaver	38	39	Elite	Melee	Common	Poison	North Downs, Fornost
Blogmal Skirmisher	40	41	Normal	Melee	Common	Poison	West Angmar, Ram Duath
Blogmal Skirmisher	46	47	Normal	Melee	Common	Poison	East Angmar
Blogmal War-boss	48	49	Normal	Melee	Common	—	East Angmar
Blogmal War-boss	51	52	Normal	Melee	Common	—	East Angmar
Blogmal Warlord	35	35	Elite	Melee	Common	—	North Downs, Fornost
Blogmal Warlord	36	36	Elite	Melee	Common	—	North Downs, Fornost
Blogmal Warlord	39	39	Elite	Melee	Common	—	North Downs, Fornost
Blogmal Warmonger	38	39	Normal	Melee	Common	—	East Angmar, Carn Dûm
Blogmal Warmonger	45	46	Normal	Melee	Common	—	East Angmar
Blogmal Warmonger	48	49	Elite	Melee	Common	—	East Angmar, Carn Dûm
Blogmal Warmonger	49	50	Elite	Melee	Common	—	East Angmar, Carn Dûm
Blogmal Warmonger	50	51	Normal	Melee	Common	—	East Angmar
Blogmal Warrior	46	47	Normal	Melee	Common	—	East Angmar
Blugasht	27	27	Signature	Melee	Common	—	Lone-lands
Bûb-hosh	22	22	Elite	Melee	Common	—	Lone-lands, Weather Hills
Captain Dombri	33	33	Elite	Melee	Common	Poison	North Downs, Dol Dinen
Captain Shum-batar	33	33	Elite	Melee	Common	Poison	North Downs, Dol Dinen
Captain Thorgal	33	33	Elite	Melee	Common	—	North Downs, Dol Dinen
Champion of Minas Caul	50	51	Signature	Melee	Common	—	East Angmar
Chieftain Nûlthauk	44	45	Signature	Melee	Common	—	West Angmar
Dafrim (Boss)	47	48	Elite Master	Melee	Common	—	East Angmar, Urugarth

Monsters and Enemy NPCs



ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Dead-aim Ongbûrz	25	26	Normal	Melee	Common	Poison	North Downs, Kingsfell
Dreadful Tarkríp	22	23	Normal	Melee	Common	Poison	Lone-lands, Harloeg
Dumúlak	27	27	Signature	Melee	Common	Poison	North Downs, Kingsfell
Durthlún	29	29	Signature	Melee	Common	—	North Downs, Fields of Fornost
Fakhthal	45	45	Signature	Melee	Common	—	West Angmar
Fierce Ongbûrz	27	28	Normal	Melee	Common	—	North Downs, Trestlebridge
Fierce White Hand	19	20	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
Foul-arrow White Hand	15	16	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
Grim Ongbûrz	25	26	Normal	Melee	Common	—	North Downs, Kingsfell
Grishakrum (Boss)	49	49	Elite Master	Melee	Common	—	East Angmar, Urugarth
Gurat-kafak	15	15	Elite	Melee	Common	—	Bree-land, Cirith Nur
Hateful Ongbûrz	26	28	Normal	Melee	Common	Poison	North Downs, Meluinen
Hurshát	25	25	Elite	Melee	Common	—	North Downs, Nan Wathren
Kakok	28	28	Signature	Melee	Common	Poison	North Downs, Meluinen
Kasak	18	19	Signature	Melee	Common	—	Lone-lands, Weather Hills
Killer Ongbûrz	28	28	Normal	Melee	Common	Poison	North Downs, Trestlebridge
Krahjarn Archer	50	51	Elite	Melee	Common	Poison	East Angmar
Krahjarn Arrow-master	51	52	Elite	Melee	Common	Poison	East Angmar
Krahjarn Assassin	47	48	Signature	Melee	Common	—	East Angmar, Urugarth
Krahjarn Battle-frenzy	47	48	Normal	Melee	Common	—	East Angmar
Krahjarn Battle-frenzy	49	50	Normal	Melee	Common	—	East Angmar
Krahjarn Berserker	47	48	Normal	Melee	Common	—	East Angmar
Krahjarn Bladesnapper	50	51	Elite	Melee	Common	—	East Angmar
Krahjarn Captain	47	48	Normal	Melee	Common	—	East Angmar
Krahjarn Combatant	46	47	Normal	Melee	Common	—	East Angmar
Krahjarn Conscript	45	46	Normal	Melee	Common	—	East Angmar
Krahjarn Curse-shouter	47	48	Normal	Ranged	Common	Poison	East Angmar
Krahjarn Deathseer	51	52	Elite	Ranged	Common	Poison	East Angmar
Krahjarn Kalus	45	46	Normal	Melee	Common	—	East Angmar
Krahjarn Ravager	46	47	Normal	Melee	Common	—	East Angmar
Krahjarn Ravager	48	49	Normal	Melee	Common	—	East Angmar
Krahjarn Shield-host	47	48	Signature	Melee	Common	Poison	East Angmar, Urugarth
Krahjarn Skirmisher	47	48	Normal	Melee	Common	Poison	East Angmar
Krahjarn Stormcaller	50	51	Elite	Ranged	Common	Poison	East Angmar
Krahjarn War-boss	48	49	Normal	Melee	Common	—	East Angmar
Krahjarn War-boss	50	51	Normal	Boss	Common	—	East Angmar
Krahjarn Warmonger	45	46	Normal	Melee	Common	—	East Angmar
Krahjarn Warmonger	48	49	Normal	Melee	Common	—	East Angmar
Krahjarn Warmonger	50	51	Elite	Melee	Common	—	East Angmar
Krahjarn Warrior	47	48	Normal	Melee	Common	—	East Angmar



ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Krahjarn Will-breaker	48	49	Signature	Melee	Common	Poison	East Angmar, Urugarth
Kughûrz (Boss)	47	48	Elite Master	Melee	Common	—	East Angmar, Urugarth
Lethal Tarkrîp	22	23	Normal	Melee	Common	Poison	Lone-lands
Mamar	48	48	Elite	Melee	Common	—	East Angmar
Morkár	51	52	Elite	Ranged	Common	Poison	East Angmar
Mosal-gurz	29	30	Signature	Melee	Common	Poison	Lone-lands, Harloeg
Mosal-ruk	28	28	Signature	Melee	Common	—	Lone-lands
Mosal-ruk's Enforcer	26	26	Signature	Melee	Common	—	Lone-lands
Mosal-ruk's Protector	26	26	Signature	Melee	Common	Poison	Lone-lands
Murúk	12	12	Elite	Melee	Common	Poison	Shire, Greenfields
Nasty Tarkrîp	22	23	Normal	Melee	Common	—	Lone-lands, Harloeg
Ongbûrz Archer	45	46	Normal	Melee	Common	—	East Angmar
Ongbûrz Battle-frenzy	47	48	Normal	Melee	Common	—	East Angmar
Ongbûrz Battle-frenzy	50	51	Normal	Melee	Common	—	East Angmar
Ongbûrz Battle-lord	29	29	Elite	Melee	Common	—	North Downs, Trestlebridge
Ongbûrz Battle-master	33	34	Elite	Melee	Common	—	North Downs, Dol Dinen
Ongbûrz Berserker	32	33	Normal	Melee	Common	Poison	North Downs, Dol Dinen
Ongbûrz Berserker	47	48	Normal	Melee	Common	—	East Angmar
Ongbûrz Blade-master	27	28	Elite	Melee	Common	Poison	North Downs, Trestlebridge
Ongbûrz Bone-speaker	35	36	Elite	Ranged	Common	Poison	North Downs, Dol Dinen
Ongbûrz Captain	44	45	Normal	Melee	Common	—	West Angmar
Ongbûrz Captain	46	47	Normal	Melee	Common	—	East Angmar
Ongbûrz Champion	28	29	Elite	Melee	Common	—	North Downs, Trestlebridge
Ongbûrz Chieftain	27	27	Elite	Melee	Common	—	North Downs, Kingsfell
Ongbûrz Combatant	33	34	Elite	Melee	Common	—	North Downs, Dol Dinen
Ongbûrz Combatant	46	47	Normal	Melee	Common	—	East Angmar
Ongbûrz Conscript	45	46	Normal	Melee	Common	—	East Angmar
Ongbûrz Curse-shouter	44	45	Normal	Melee	Common	Poison	West Angmar
Ongbûrz Curse-shouter	46	47	Normal	Ranged	Common	Poison	East Angmar
Ongbûrz Defiler	28	28	Elite	Ranged	Common	Poison	North Downs, Kingsfell
Ongbûrz Grunt	25	26	Normal	Melee	Common	—	North Downs, Fields of Fornost
Ongbûrz Man-slayer	34	35	Elite	Melee	Common	Poison	North Downs, Dol Dinen
Ongbûrz Pillager	27	27	Normal	Melee	Common	—	North Downs, Trestlebridge
Ongbûrz Ravager	29	29	Normal	Melee	Common	Poison	North Downs, Fields of Fornost
Ongbûrz Ravager	46	47	Normal	Melee	Common	—	East Angmar
Ongbûrz Ravager	50	51	Normal	Melee	Common	—	East Angmar
Ongbûrz Scout	25	26	Normal	Melee	Common	Poison	North Downs, Fields of Fornost
Ongbûrz Sharp-eye	35	36	Signature	Melee	Common	Poison	North Downs, Dol Dinen
Ongbûrz Skirmisher	31	32	Normal	Melee	Common	Poison	North Downs, Dol Dinen
Ongbûrz Skirmisher	43	44	Normal	Melee	Common	Poison	West Angmar

Monsters and Enemy NPCs



ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Ongbûrz Skirmisher	46	47	Normal	Melee	Common	Poison	East Angmar
Ongbûrz Thrasher	28	28	Elite	Melee	Common	Poison	North Downs, Trestlebridge
Ongbûrz Tracker	26	28	Normal	Melee	Common	—	North Downs, Meluinen
Ongbûrz War-boss	48	49	Normal	Melee	Common	—	East Angmar
Ongbûrz War-boss	51	52	Normal	Melee	Common	—	East Angmar
Ongbûrz Warmonger	50	51	Normal	Melee	Common	—	East Angmar
Ongbûrz Warrior	28	29	Normal	Melee	Common	—	North Downs, Fields of Fornost
Ongbûrz Warrior	43	44	Normal	Melee	Common	—	West Angmar
Ongbûrz Warrior	46	47	Normal	Melee	Common	—	East Angmar
Orc-archer	16	17	Normal	Melee	Common	Poison	North Downs, Trestlebridge
Orc Archer	16	17	Normal	Melee	Common	Poison	North Downs, Greenway
Orc Archer	17	17	Normal	Melee	Common	Poison	North Downs, Greenway
Orc Archer	31	32	Normal	Melee	Common	Poison	Ered Luin
Orc Battler	18	19	Elite	Melee	Common	—	Lone-lands, Weather Hills
Orc Berserker	12	12	Normal	Melee	Common	Poison	Shire, Greenfields
Orc Berserker	21	22	Normal	Melee	Common	Poison	Lone-lands
Orc Blademaster	31	32	Elite	Melee	Common	Poison	Ered Luin
Orc Blademaster	40	41	Normal	Melee	Common	—	Trollshaws, Nan Tornaeth
Orc Blademaster	41	42	Elite	Melee	Common	—	Trollshaws, Nan Tornaeth
Orc Brawler	21	22	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
Orc Captain	15	16	Normal	Melee	Common	—	North Downs, Greenway
Orc Captain	16	17	Normal	Melee	Common	—	North Downs, Greenway
Orc Captain	17	17	Normal	Melee	Common	—	North Downs, Trestlebridge
Orc Captain	22	23	Normal	Melee	Common	—	Lone-lands, Weather Hills
Orc Champion	30	32	Elite	Melee	Common	—	Ered Luin
Orc Chief	32	32	Elite	Melee	Common	—	Ered Luin
Orc Conqueror	21	22	Normal	Melee	Common	—	Lone-lands, Weather Hills
Orc Eye-gouger	15	16	Elite	Melee	Common	—	Bree-land
Orc Fighter	15	17	Normal	Melee	Common	—	North Downs, Greenway
Orc Fighter	15	17	Normal	Melee	Common	—	North Downs, Trestlebridge
Orc Fighter	16	17	Normal	Melee	Common	—	North Downs, Greenway
Orc Fighter	17	18	Normal	Melee	Common	—	Lone-lands, Weather Hills
Orc Fighter	19	20	Normal	Melee	Common	—	Lone-lands
Orc Fighter	30	31	Normal	Melee	Common	—	Ered Luin
Orc Fleshrender	40	41	Normal	Melee	Common	Poison	Trollshaws, Nan Tornaeth
Orc Fleshrender	41	42	Elite	Melee	Common	Poison	Trollshaws, Nan Tornaeth
Orc Grunt	17	18	Elite	Melee	Common	—	Lone-lands, Weather Hills
Orc Grunt	17	18	Normal	Melee	Common	—	Lone-lands, Weather Hills
Orc Guard	20	21	Normal	Melee	Common	—	Lone-lands, Weather Hills
Orc Leader	19	20	Elite	Melee	Common	—	Lone-lands, Weather Hills



ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Orc Leader	19	20	Normal	Melee	Common	—	Lone-lands, Weather Hills
Orc Outrider	18	19	Elite	Melee	Common	Poison	Lone-lands, Weather Hills
Orc Raider	14	16	Normal	Melee	Common	Poison	Bree-land
Orc Scourger	40	41	Normal	Melee	Common	—	Trollshaws, Nan Tornaeth
Orc Scourger	41	42	Elite	Melee	Common	—	Trollshaws, Nan Tornaeth
Orc Scout	15	16	Normal	Melee	Common	Poison	Bree-land
Orc Scout	15	16	Normal	Melee	Common	—	North Downs, Greenway
Orc Scout	15	16	Normal	Melee	Common	—	North Downs, Trestlebridge
Orc Scout	15	17	Normal	Melee	Common	—	North Downs, Greenway
Orc Scout	21	22	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
Orc Scout	30	30	Normal	Melee	Common	—	Ered Luin
Orc Sentry	18	19	Elite	Melee	Common	—	Lone-lands, Weather Hills
Orc Sentry	18	19	Normal	Melee	Common	—	Lone-lands, Weather Hills
Orc Sharp-eye	30	32	Elite	Melee	Common	Poison	Ered Luin
Orc Skirmisher	20	21	Normal	Melee	Common	Poison	Lone-lands
Orc Slayer	18	19	Elite	Melee	Common	Poison	Lone-lands, Weather Hills
Orc Slayer	18	19	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
Orc Soldier	31	32	Normal	Melee	Common	Poison	Ered Luin
Orc Spirit-thresher	41	41	Normal	Melee	Common	—	Trollshaws, Nan Tornaeth
Orc Spirit-thresher	42	42	Elite	Melee	Common	—	Trollshaws, Nan Tornaeth
Orc Warrior	11	11	Normal	Melee	Common	—	Shire, Greenfields
Orc Warrior	14	16	Normal	Melee	Common	—	Bree-land
Orc Woelord	40	41	Normal	Melee	Common	Poison	Trollshaws, Nan Tornaeth
Orc Woelord	41	42	Elite	Melee	Common	Poison	Trollshaws, Nan Tornaeth
Pilik	18	19	Normal	Melee	Common	—	Lone-lands, Weather Hills
Ploshat	34	34	Elite	Melee	Common	—	North Downs, Dol Dinen
Raging Tarkrip	24	24	Normal	Melee	Common	—	North Downs, Nan Wathren
Red Reaver	16	16	Signature	Melee	Common	Poison	Bree-land, Cirith Nur
Rung	20	20	Normal	Melee	Common	—	Lone-lands, Weather Hills
Shapogatar	17	18	Signature	Melee	Common	—	Lone-lands, Weather Hills
Silaruk	19	19	Elite	Melee	Common	—	Lone-lands, Weather Hills
Skrihmoz	28	28	Signature	Melee	Common	—	North Downs, Meluinen
Tarkrip Archer	46	47	Normal	Melee	Common	Poison	East Angmar
Tarkrip Battle-frenzy	45	46	Normal	Melee	Common	—	East Angmar, Ram Duath
Tarkrip Battle-frenzy	47	48	Normal	Melee	Common	—	East Angmar
Tarkrip Battle-frenzy	49	50	Normal	Melee	Common	—	East Angmar
Tarkrip Battler	18	19	Normal	Melee	Common	—	Lone-lands, Weather Hills
Tarkrip Berserker	22	23	Normal	Melee	Common	Poison	Lone-lands, Harloeg
Tarkrip Berserker	45	46	Normal	Melee	Common	—	East Angmar, Ram Duath
Tarkrip Berserker	46	47	Normal	Melee	Common	Poison	East Angmar

Monsters and Enemy NPCs



ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Tarkríp Berserker	47	48	Normal	Melee	Common	—	East Angmar
Tarkríp Bladesnapper	46	47	Normal	Melee	Common	—	East Angmar
Tarkríp Bog-warrior	30	31	Normal	Melee	Common	—	Lone-lands, Harloeg
Tarkríp Boss	22	23	Normal	Melee	Common	—	Lone-lands
Tarkríp Brawler	24	24	Normal	Melee	Common	—	Lone-lands
Tarkríp Brawler	25	25	Elite	Melee	Common	—	North Downs, Nan Wathren
Tarkríp Captain	44	45	Normal	Melee	Common	—	West Angmar
Tarkríp Chieftain	16	16	Elite	Melee	Common	—	Bree-land, Cirith Nur
Tarkríp Combatant	46	47	Normal	Melee	Common	—	East Angmar
Tarkríp Combatant	46	47	Normal	Melee	Common	—	East Angmar, Ram Duath
Tarkríp Conscript	44	45	Normal	Melee	Common	—	East Angmar, Ram Duath
Tarkríp Conscript	45	46	Normal	Melee	Common	—	East Angmar
Tarkríp Curse-hurler	46	47	Normal	Ranged	Common	Poison	East Angmar
Tarkríp Curse-shouter	44	45	Normal	Melee	Common	Poison	West Angmar
Tarkríp Defiler	25	25	Elite	Melee	Common	Poison	North Downs, Kingsfell
Tarkríp Drudger	43	44	Normal	Melee	Common	—	East Angmar
Tarkríp Field-captain	46	47	Normal	Melee	Common	—	East Angmar
Tarkríp Fight-caller	28	28	Elite	Melee	Common	—	North Downs, Nan Wathren
Tarkríp Fighter	25	25	Normal	Melee	Common	—	Lone-lands
Tarkríp Fight-master	25	25	Elite	Melee	Common	—	North Downs, Nan Wathren
Tarkríp Fire-eater	25	25	Normal	Melee	Fire	Poison	North Downs, Trestlebridge
Tarkríp Grunt	14	14	Normal	Melee	Common	—	Bree-land, Cirith Nur
Tarkríp Invader	17	18	Elite	Melee	Common	—	Bree-land, Chetwood North
Tarkríp Kalus	44	45	Normal	Melee	Common	—	East Angmar, Ram Duath
Tarkríp Kalus	45	46	Normal	Melee	Common	—	East Angmar
Tarkríp Killer	15	15	Normal	Melee	Common	Poison	Bree-land, Cirith Nur
Tarkríp Marksman	24	24	Normal	Melee	Common	Poison	North Downs, Nan Wathren
Tarkríp Outrider	18	19	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
Tarkríp Overseer	26	26	Elite	Melee	Common	—	North Downs, Nan Wathren
Tarkríp Picket	22	23	Normal	Melee	Common	Poison	North Downs, Greenway
Tarkríp Pillager	25	25	Normal	Melee	Common	—	North Downs, Trestlebridge
Tarkríp Pillager	26	26	Signature	Melee	Common	—	North Downs, Kingsfell
Tarkríp Prowler	14	15	Normal	Melee	Common	—	Bree-land, Cirith Nur
Tarkríp Raider	22	23	Normal	Melee	Common	—	North Downs, Greenway
Tarkríp Raider	24	24	Normal	Melee	Common	—	North Downs, Trestlebridge
Tarkríp Raider	25	25	Signature	Melee	Common	—	North Downs, Kingsfell
Tarkríp Raid-leader	26	26	Normal	Melee	Common	—	North Downs, Trestlebridge
Tarkríp Raid-leader	30	30	Signature	Melee	Common	—	North Downs, Kingsfell
Tarkríp Ransacker	27	28	Elite	Melee	Common	—	North Downs, Nan Wathren
Tarkríp Ravager	46	47	Normal	Melee	Common	—	East Angmar



ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Tarkríp Ravager	46	47	Normal	Melee	Common	—	East Angmar, Ram Duath
Tarkríp Ravager	48	49	Normal	Melee	Common	—	East Angmar
Tarkríp Render	23	23	Normal	Melee	Common	—	North Downs, Nan Wathren
Tarkríp Savage	45	46	Normal	Melee	Common	—	East Angmar
Tarkríp Scourger	46	47	Normal	Melee	Common	Poison	East Angmar
Tarkríp Scout	16	17	Normal	Melee	Common	Poison	Bree-land, Chetwood North
Tarkríp Scrapper	15	15	Elite	Melee	Common	—	Bree-land, Cirith Nur
Tarkríp Seeker	22	23	Normal	Melee	Common	Poison	Lone-lands
Tarkríp Sentinel	16	17	Normal	Melee	Common	—	Bree-land, Chetwood North
Tarkríp Servant	30	31	Normal	Melee	Common	Poison	Lone-lands, Harloeg
Tarkríp Shanker	25	25	Elite	Melee	Common	Poison	North Downs, Nan Wathren
Tarkríp Sharp-eye	26	27	Elite	Melee	Common	Poison	North Downs, Nan Wathren
Tarkríp Shooter	23	24	Normal	Melee	Common	Poison	North Downs, Nan Wathren
Tarkríp Skirmisher	27	28	Normal	Melee	Common	—	North Downs, Nan Wathren
Tarkríp Skirmisher	43	44	Normal	Melee	Common	Poison	West Angmar
Tarkríp Slaughterer	23	24	Signature	Melee	Common	—	Lone-lands
Tarkríp Swamp-fighter	44	45	Normal	Melee	Common	—	East Angmar
Tarkríp Swamp-warden	45	46	Normal	Melee	Common	—	East Angmar
Tarkríp War-boss	47	48	Normal	Melee	Common	—	East Angmar, Ram Duath
Tarkríp War-boss	48	49	Normal	Melee	Common	—	East Angmar
Tarkríp War-boss	50	51	Normal	Melee	Common	—	East Angmar
Tarkríp Warmonger	44	45	Normal	Melee	Common	—	East Angmar, Ram Duath
Tarkríp Warmonger	45	46	Normal	Melee	Common	—	East Angmar
Tarkríp Warmonger	48	49	Normal	Melee	Common	—	East Angmar
Tarkríp Warrior	43	44	Normal	Melee	Common	—	West Angmar
Thrángdaul	26	26	Elite	Melee	Common	—	North Downs, Nan Wathren
Trínduf	23	23	Signature	Melee	Common	—	North Downs, Greenway
Vicious Tarkríp	26	27	Elite	Melee	Common	—	North Downs, Nan Wathren
Violent Tarkríp	15	15	Elite	Melee	Common	Poison	Bree-land, Cirith Nur
War-captain Ongbûrz	27	27	Normal	Melee	Common	—	North Downs, Kingsfell
Warchief Bûrzhâsh (Boss)	36	36	Elite Master	Melee	Common	—	North Downs, Fornost
War-master Uzorr	20	20	Normal	Melee	Common	—	Lone-lands, Weather Hills
White Hand Archer	17	18	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
White Hand Blademaster	16	17	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
White Hand Bow-master	21	21	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
White Hand Gourger	21	21	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
White Hand Grunt	16	17	Normal	Melee	Common	—	Lone-lands, Weather Hills
White Hand Invader	18	19	Elite	Melee	Common	—	Bree-land
White Hand Killer	19	20	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
White Hand Lookout	21	21	Normal	Melee	Common	—	Lone-lands, Weather Hills

Monsters and Enemy NPCs



ORC TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
White Hand Messenger	19	19	Normal	Melee	Common	—	Lone-lands, Weather Hills
White Hand Orc	17	18	Normal	Melee	Common	—	Lone-lands, Weather Hills
White Hand Pillager	15	16	Normal	Melee	Common	—	Lone-lands, Weather Hills
White Hand Scout	17	18	Normal	Melee	Common	Poison	Bree-land
White Hand Sentinel	17	18	Normal	Melee	Common	—	Bree-land
White Hand Sniper	16	17	Normal	Melee	Common	Poison	Lone-lands, Weather Hills
White Hand Warchief	19	19	Normal	Melee	Common	—	Lone-lands, Weather Hills



Uruks

Health: Strong

Damage: Strong

Description: The Uruk stand at the pinnacle of the orc creation experiments. They are stronger than orcs and can venture forth into the day without any ill effects. Like their orc brethren, Uruk wield sharp steel and protect themselves with armour plating and shields. In the Ettenmoors, you can choose to play several Uruk classes on the monster side in player-vs.-monster combat.

URUK TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Blogmal Fell-guard	36	37	Elite	Melee	Common	Fear	East Angmar, Carn Dûm
Blogmal Goth-frushkas	46	47	Elite	Melee	Common	Fear	East Angmar
Blogmal Lieutenant	38	38	Elite	Melee	Common	Fear	North Downs, Fornost
Blogmal Shataz	45	46	Elite	Melee	Common	Fear	East Angmar
Blogmal Shataz	51	52	Elite	Melee	Common	Fear	East Angmar
Blogmal Tarbam	46	47	Elite	Melee	Common	Fear	East Angmar
Blogmal Tarbam	50	51	Elite	Melee	Common	Fear	East Angmar
Blogmal Thruug	45	46	Elite	Melee	Common	Fear	East Angmar
Blogmal Thupar-goth	46	47	Elite	Melee	Common	Fear	East Angmar
Blogmal Thupar-goth	51	52	Elite	Melee	Common	Fear	East Angmar
Blogmal Torturer	37	38	Elite	Melee	Common	Fear	East Angmar, Carn Dûm
Blogmal Ushatar	45	46	Elite	Melee	Common	Fear	East Angmar
Blogmal Ushatar	50	51	Elite	Melee	Common	Fear	East Angmar
Blogmal War-master	48	49	Elite	Melee	Common	Fear	East Angmar, Carn Dûm
Blogmal Zotan-lufutatar	47	48	Elite	Melee	Common	Fear	East Angmar
Blogmal Zotan-lufutatar	53	54	Elite	Melee	Common	Fear	East Angmar
Burzfil (Boss)	47	48	Elite	Melee	Common	Fear	East Angmar, Urugarth
Drukordh	29	29	Elite Master	Melee	Common	Fear	North Downs, Nan Wathren



URUK TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Durbskút	48	48	Elite	Melee	Common	Fear	East Angmar
Ghášrip	52	53	Elite Master	Melee	Common	Fear	East Angmar
Gruglok (Boss)	49	49	Elite Master	Melee	Common	Fear	East Angmar, Urugarth
Iron-crown Archer	44	45	Elite	Melee	Common	Fear	Trollshaws
Iron-crown Captain	45	46	Elite	Melee	Common	Fear	Trollshaws
Iron-crown Killer	43	44	Elite	Melee	Common	Fear	Misty Mountains, High Crags
Iron-crown Slayer	42	43	Elite	Melee	Common	Fear	Misty Mountains, High Crags
Iron-crown Warrior	44	45	Elite	Melee	Common	Fear	Trollshaws
Kamordí	39	39	Elite Master	Melee	Common	Fear	North Downs, Fornost
Krahjarn Berserker	48	49	Elite	Melee	Common	Fear	East Angmar, Urugarth
Krahjarn Berserker	50	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Krahjarn Captain	47	48	Elite	Melee	Common	Fear	East Angmar
Krahjarn Dark-arrow	46	47	Elite	Melee	Common	Fear	East Angmar
Krahjarn Flayer	51	52	Elite	Melee	Common	Fear	East Angmar
Krahjarn Flesh-hewer	48	49	Elite	Melee	Common	Fear	East Angmar
Krahjarn Lieutenant	48	48	Elite	Melee	Common	Fear	East Angmar, Urugarth
Krahjarn Lieutenant	50	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Krahjarn Lieutenant	51	51	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Krahjarn Orc-master	53	54	Elite Master	Melee	Common	Fear	East Angmar
Krahjarn Sentry	47	48	Elite	Melee	Common	Fear	East Angmar, Urugarth
Krahjarn Sentry	49	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Krahjarn Sentry	50	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Krahjarn Shataz	45	46	Elite	Melee	Common	Fear	East Angmar
Krahjarn Slayer	46	47	Elite	Melee	Common	Fear	East Angmar
Krahjarn Slayer	50	51	Elite	Melee	Common	Fear	East Angmar
Krahjarn Tarbam	46	47	Elite	Melee	Common	Fear	East Angmar
Krahjarn Thupar-goth	45	46	Elite	Melee	Common	Fear	East Angmar
Krahjarn Ushatar	45	46	Elite	Melee	Common	Fear	East Angmar
Krahjarn Warchief	52	53	Elite	Melee	Common	Fear	East Angmar
Krahjarn Warmonger	49	50	Elite	Melee	Common	Fear	East Angmar
Krahjarn Warrior	47	48	Elite	Melee	Common	Fear	East Angmar, Urugarth
Krahjarn Warrior	49	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Krahjarn Warrior	50	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Krahjarn Zotan-lufutatar	47	48	Elite	Melee	Common	Fear	East Angmar
Lagmâs (Boss)	50	50	Nemesis	Melee	Common	Fear	East Angmar, Urugarth
Morthráng (Boss)	48	48	Elite Master	Melee	Common	Fear	East Angmar, Urugarth
Nulnákh	35	35	Elite	Melee	Common	Fear	North Downs, Dol Dinen
Ongbûrz Black-bow	42	43	Elite	Melee	Common	Fear	West Angmar
Ongbûrz Captain	43	44	Elite	Melee	Common	Fear	West Angmar

Monsters and Enemy NPCs



URUK TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Ongbûrz Shataz	45	46	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Shataz	51	52	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Tarbam	46	47	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Tarbam	50	51	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Thupar-goth	45	46	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Thupar-goth	51	52	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Ushatar	45	46	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Ushatar	50	51	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Zotan-lufutatar	47	48	Elite	Melee	Common	Fear	East Angmar
Ongbûrz Zotan-lufutatar	53	54	Elite	Melee	Common	Fear	East Angmar
Rigul	23	23	Elite Master	Melee	Common	Fear	Lone-lands, Weather Hills
Shiruk	39	39	Elite Master	Melee	Common	Fear	North Downs, Fornost
Sorkrank (Boss)	47	48	Elite	Melee	Common	Fear	East Angmar, Urugarth
Tarkrîp Black-bow	42	43	Elite	Melee	Common	Fear	West Angmar
Tarkrîp Captain	43	44	Elite	Melee	Common	Fear	West Angmar
Tarkrîp Emissary	28	28	Elite	Melee	Common	Fear	North Downs, Nan Wathren
Tarkrîp Flayer	51	52	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Flesh-hewer	48	49	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Shataz	45	46	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Slayer	50	51	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Tarbam	46	47	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Taskmaster	26	26	Elite	Melee	Common	Fear	North Downs, Nan Wathren
Tarkrîp Thupar-goth	45	46	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Ushatar	45	46	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Warchief	52	53	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Warmonger	49	50	Elite	Melee	Common	Fear	East Angmar
Tarkrîp Zotan-lufutatar	47	48	Elite	Melee	Common	Fear	East Angmar
Thrug	20	20	Elite	Melee	Common	Fear	Lone-lands, Weather Hills
Urro (Boss)	51	51	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
War-master Ranghâsh	44	44	Elite Master	Melee	Common	Fear	West Angmar
White Hand Archer	39	40	Elite	Melee	Common	Fear	Misty Mountains, Western Bruinen Source
White Hand Captain	40	41	Elite	Melee	Common	Fear	Misty Mountains, Western Bruinen Source
White Hand Champion	41	42	Elite	Melee	Common	Fear	Trollshaws
White Hand Emissary	42	43	Elite	Melee	Common	Fear	Trollshaws
White Hand Warrior	39	40	Elite	Melee	Common	Fear	Misty Mountains, Western Bruinen Source
Wicked Ongbûrz	42	43	Elite	Melee	Common	Fear	West Angmar
Wicked Tarkrîp	42	43	Elite	Melee	Common	Fear	West Angmar
Zanhrug	38	38	Elite Master	Melee	Common	Fear	North Downs, Fornost
Zaukîl	36	36	Elite Master	Melee	Common	Fear	North Downs, Dol Dinen



Spiders and Insects

If it crawls, buzzes, creeps, or stings, odds are it falls into this category. The crawlers, midges, neekerbreakers, and sickle-flies in the deeper bogs and sprawling marshes can bite, devour flesh, and spread plague in swarms. It's difficult to kill insect colonies, as their numbers seem endless. You would do best to avoid the swampy water and spiderwebs unless you're prepared.

RESISTANCES			
Songs	Cries	Magic	Physical
Average	Average	Average	Average

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westerness
Average	Average	Average	Weak	Average



Crawlers

Health: Weak

Damage: Weak

Description: Found in bog muck or around the dead, crawlers may go unnoticed underfoot until they suddenly spring on you. Even if they appear innocent, crawlers will react if an area-effect attack goes off near them, and suddenly you have a creature swarm on your hands.

CRAWLER TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Bloated Muck-crawler	29	30	Swarm	Melee	Common	Poison	Lone-lands, Harloeg
Creeping Barrow-crawler	14	15	Normal	Melee	Common	Poison	Bree-land, Barrow-downs
Consuming Barrow-crawler	24	25	Normal	Melee	Common	Poison	Bree-land, Great Barrow
Creeping Muck-crawler	29	29	Normal	Melee	Common	Poison	Lone-lands, Garth Agarwen
Dark Stone Crawler	20	23	Swarm	Melee	Common	Poison	North Downs
Deadly Ash-crawler	42	43	Normal	Melee	Common	Poison	West Angmar
Deadly Stone-crawler	35	36	Normal	Melee	Common	Poison	Trollshaws, Bruinen Gorges
Deep Stone-crawler	26	28	Normal	Melee	Common	Poison	North Downs
Devouring Barrow-crawler	18	19	Swarm	Melee	Common	Poison	Bree-land, Great Barrow
Great Barrow-crawler	16	17	Normal	Melee	Common	Poison	Bree-land, Barrow-downs
Great Corpse-crawler	21	22	Normal	Melee	Common	Poison	North Downs, Fields of Fornost
Great Leaf-crawler	17	18	Normal	Melee	Common	Poison	Bree-land, Old Forest
Great Stone-crawler	17	18	Normal	Melee	Common	Poison	North Downs, Greenway
Large Barrow-crawler	16	16	Swarm	Melee	Common	Poison	Bree-land, Barrow-downs
Quicksilver Cave-crawler	12	14	Swarm	Melee	Common	Poison	Ered Luin, Haudh Lin
Ruin-crawler	18	19	Swarm	Melee	Common	Poison	Lone-lands
Scrub Crawler	21	22	Swarm	Melee	Common	Poison	Lone-lands
Slimy Barrow-crawler	14	14	Swarm	Melee	Common	Poison	Bree-land, Barrow-downs
Slimy Leaf-crawler	17	17	Swarm	Melee	Common	Poison	Bree-land, Old Forest
Slimy Marsh-crawler	10	10	Swarm	Melee	Common	Poison	Bree-land, Midgewater Marsh



CRAWLER TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Slimy Muck-crawler	28	29	Swarm	Melee	Common	Poison	Lone-lands, Harloeg
Stone-crawler	16	17	Swarm	Melee	Common	Poison	North Downs, Greenway
Stone-crawler Devourer	38	39	Swarm	Melee	Common	Poison	Trollshaws, Nan Tornaeth
Wriggling Corpse-crawler	15	16	Swarm	Melee	Common	Poison	North Downs, Fields of Fornost
Wriggling Stone-crawler	14	15	Swarm	Melee	Common	Poison	North Downs, Greenway
Wriggling Sulfur-crawler	45	46	Swarm	Melee	Common	Poison	East Angmar
Writhing Corpse-crawler	20	21	Swarm	Melee	Common	Poison	North Downs, Fields of Fornost
Writhing Stone-crawler	35	36	Swarm	Melee	Common	Poison	Trollshaws, Bruinen Gorges
Writhing Sulfer-crawler	44	45	Swarm	Melee	Common	Poison	East Angmar



Midges

Health: Weak

Damage: Weak

Description: Most of these swarms you can swat aside without much bother. The large flies that like to buzz around carrion, however, prove dangerous. Whenever you spot a cloud of hovering insects, steer clear to avoid the unpleasantness.

MIDGE TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Angry Bees	8	8	Swarm	Melee	Common	Disease	Shire, Tookland
Biting Gnats	7	7	Swarm	Melee	Common	Disease	Shire, Rushock Bog
Black Flies	10	11	Swarm	Melee	Common	Disease	Bree-land, Old Forest
Black Flies	12	13	Swarm	Melee	Common	Disease	Bree-land, Old Forest
Black Flies	15	16	Swarm	Melee	Common	Disease	Bree-land, Old Forest
Black Flies	17	18	Swarm	Melee	Common	Disease	North Downs
Black Fly	19	20	Swarm	Melee	Common	Disease	Bree-land
Black Fly Cloud	17	19	Swarm	Melee	Common	Disease	North Downs
Bloated Corpse Flies	26	27	Swarm	Melee	Common	Disease	Bree-land, Barrow-downs
Buzzing Gnats	6	6	Swarm	Melee	Common	Disease	Shire, Rushock Bog
Corpse Flies	11	13	Swarm	Melee	Common	Disease	Bree-land, Barrow-downs
Dun Flies	10	11	Swarm	Melee	Common	Disease	Bree-land
Dun Flies	16	17	Swarm	Melee	Common	Disease	North Downs, Greenway
Dun Fly Cloud	16	18	Swarm	Melee	Common	Disease	North Downs, Greenway
Midge Swarm	7	8	Swarm	Melee	Common	Disease	Bree-land, Midgewater Marsh
Sandflies	5	7	Swarm	Melee	Common	Disease	Shire, Hobbiton-Bywater
Sandflies	7	9	Swarm	Melee	Common	Disease	Shire, Eastfarthing
Sandfly Cloud	8	10	Swarm	Melee	Common	Disease	Shire, Green Hill Country



MIDGE TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Sandfly Swarm	10	12	Swarm	Melee	Common	Disease	Shire, Rushock Bog
Stinging Gnats	8	8	Swarm	Melee	Common	Disease	Shire, Green Hill Country



Neekerbreakers

Health: Weak

Damage: Weak

Description: These winged insects congregate near swampy conditions or rivers. They can burrow underground; frequently, you'll see them disappear in the middle of combat as a defensive measure to avoid further blows.

NEEKERBREAKER TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Biting Neekerbreaker	11	11	Normal	Melee	Common	Poison	Bree-land, Andrath
Bog-neeker Burrower	24	25	Normal	Melee	Common	Poison	Lone-lands, Harloeg
Cave Neekerbreaker	11	11	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Corrupted Lakes Neekerbreaker	26	27	Normal	Melee	Common	Poison	North Downs
Corrupted Norboglir	43	44	Normal	Melee	Common	Poison	West Angmar
Dark Norbog	11	13	Normal	Melee	Common	Poison	Ered Luin
Dark Norbog Burrower	12	14	Normal	Melee	Common	Poison	Ered Luin
Devouring Neekerbreaker	44	44	Normal	Melee	Common	Poison	Angmar
Dun Neeker Burrower	10	11	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Dun Neekerbreaker	9	10	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Eye-biter	9	9	Signature	Melee	Common	Poison	Bree-land, Midgewater Marsh
Green Neekerbreaker	7	8	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Green Norbog	7	7	Normal	Melee	Common	Poison	Ered Luin
Green Norbog Burrower	7	8	Normal	Melee	Common	Poison	Ered Luin
Hoardale Burrower	49	50	Normal	Melee	Common	Poison	Ettenmoors, Hoardale
Hoardale Norbog	49	50	Normal	Melee	Common	Poison	Ettenmoors, Hoardale
Lakes Neekerbreaker	24	26	Normal	Melee	Common	Poison	North Downs
Marsh Neekerbreaker	11	12	Normal	Melee	Common	Poison	Bree-land, Andrath
Neekerbreaker Burrower	8	9	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Neekerbreaker Queen	11	11	Normal	Melee	Common	Poison	Bree-land, Andrath
Neeker Silt-walker	44	45	Normal	Melee	Common	Poison	East Angmar
Norbog	2	3	Normal	Melee	Common	Poison	Ered Luin
Norbog	5	5	Normal	Melee	Common	Poison	Ered Luin, Thorin's Gate
Norbog	6	6	Normal	Melee	Common	Poison	Ered Luin, Vale of Thrain
Norbog Burrower	5	6	Normal	Melee	Common	Poison	Ered Luin, Thorin's Gate

Monsters and Enemy NPCs



NEEKERBREEKER TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Norbog Burrower	6	7	Normal	Melee	Common	Poison	Ered Luin, Vale of Thrain
Norbogfir	1	2	Normal	Melee	Common	Poison	Ered Luin
Relentless Neekerbreeker	11	12	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Sludge-deep Neeker	45	46	Normal	Melee	Common	Poison	East Angmar
Swale-singer	45	45	Signature	Melee	Common	Poison	West Angmar
Swamp-norbog Burrower	26	27	Normal	Melee	Common	Poison	Lone-lands, Haragmar
Tainted Neekerbreeker	10	11	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Tainted Neekerbreeker Queen	11	11	Signature	Melee	Common	Poison	Bree-land, Midgewater Marsh
Tunneling Norbog	3	4	Normal	Melee	Common	Poison	Ered Luin
Twisted Swamp-norbog	25	26	Normal	Melee	Common	Poison	Lone-lands, Haragmar
Vicious Bog-neeker	23	24	Normal	Melee	Common	Poison	Lone-lands, Harloeg
Vile Neekerbreeker	42	43	Normal	Melee	Common	Poison	Angmar



Sickle-flies

Health: Weak

Damage: Weak

Description: They look like giant mosquitoes and might just be as annoying to an adventurer traipsing through the swamp. More pests than serious threats, sickle-flies usually cause serious problems only when you engage them in droves.

SICKLE-FLY TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Ash-fly Hatcher	46	47	Normal	Melee	Common	Disease	East Angmar
Biting Sickle-fly	32	33	Normal	Melee	Common	Disease	South Trollshaws
Bog-fly Hatcher	30	31	Normal	Melee	Common	Disease	Lone-lands, Harloeg
Bog-fly Hatchling	28	29	Normal	Melee	Common	Disease	Lone-lands, Harloeg
Buzzing Moor-fly	38	38	Normal	Melee	Common	Disease	Trollshaws, High Moor
Buzzing Sickle-fly	27	28	Normal	Melee	Common	Disease	North Downs, Meluinen
Buzzing Swamp-fly	43	44	Normal	Melee	Common	Disease	West Angmar
Crop-scourge	11	11	Signature	Melee	Common	Disease	Shire, Marish
Greater Sickle-fly	9	11	Normal	Melee	Common	Disease	Bree-land, Midgewater Marsh
Harvest-fly	9	9	Normal	Melee	Common	Disease	Shire, Marish
Monstrous Stinger	48	49	Normal	Melee	Common	Disease	Trollshaws, High Moor
Moor-fly Hatcher	33	34	Normal	Melee	Common	Disease	South Trollshaws
Scrub sickle-fly	23	24	Normal	Melee	Common	Disease	Lone-lands
Sickle-fly	5	6	Normal	Melee	Common	Disease	Ered Luin, Celondim
Sickle-fly	6	7	Normal	Melee	Common	Disease	Ered Luin
Sickle-fly	7	8	Normal	Melee	Common	Disease	Ered Luin



SICKLE-FLY TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Sickle-fly	7	9	Normal	Melee	Common	Disease	Bree-land, Midgewater Marsh
Sickle-fly	8	10	Normal	Melee	Common	Disease	Ered Luin
Sickle-fly	16	17	Normal	Melee	Common	Disease	Bree-land, Chetwood North
Sickle-fly Queen	10	10	Signature	Melee	Common	Disease	Ered Luin
Small Harvest-fly	10	10	Normal	Melee	Common	Disease	Shire, Marsh
Stinging Moor-fly	38	39	Normal	Melee	Common	Disease	North Trollshaws
Stinging Sickle-fly	26	27	Normal	Melee	Common	Disease	North Downs, Meluinen
Stonescraper Ash-fly	45	46	Normal	Melee	Common	Disease	East Angmar
Troublesome Vale-fly	5	6	Normal	Melee	Common	Disease	Ered Luin
Twisted Bog-fly	18	19	Normal	Melee	Common	Disease	Lone-lands
Vale-fly Pest	6	7	Normal	Melee	Common	Disease	Ered Luin, Celondim



Spiders

Health: Weak

Damage: Weak

Description: Spiders don't just crawl around cellars and scuttle from dark cave openings. You can find spiders in virtually any Middle-earth location, and their lithe, speedy forms can catch you off guard in a heartbeat. Watch for their paralyzing webs and poison that can leave you trapped, weakened and dying.

SPIDER TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Achathling	49	50	Elite	Melee	Common	—	East Angmar, Steadfast Lands
Achathrin	26	26	Signature	Melee	Common	Poison	Lone-lands
Ash-weaver Creeper	46	47	Normal	Melee	Common	Poison	East Angmar
Ash-weaver Lurker	46	47	Normal	Melee	Common	—	East Angmar
Ash-weaver Queen	47	48	Normal	Melee	Common	Poison	East Angmar
Azuzol	14	14	Signature	Melee	Common	Poison	Ered Luin, Haudh Lin
Barrow Queen	19	19	Elite	Melee	Common	Poison	Bree-land, Great Barrow
Barrow Spider	18	19	Elite	Melee	Common	Poison	Bree-land, Great Barrow
Bindbole Spinner	9	9	Normal	Melee	Common	—	Shire, Bindbole Wood
Bindbole Weaver	8	8	Normal	Melee	Common	Poison	Shire, Bindbole Wood
Biting Snow-spinner	11	11	Normal	Melee	Common	Poison	Ered Luin, Rath Teraig
Bogbereth	50	50	Archnemesis	Melee	Common	Poison	East Angmar, Steadfast Lands
Bogbereth Broodling	48	49	Normal	Melee	Common	Poison	East Angmar, Steadfast Lands
Bogbereth Creeper	48	49	Normal	Melee	Common	Poison	East Angmar, Steadfast Lands
Bogbereth Egg-tender	49	50	Normal	Melee	Common	Poison	East Angmar, Steadfast Lands
Bogbereth Lurker	48	49	Normal	Melee	Common	—	East Angmar, Steadfast Lands
Bogbereth Matron	50	50	Elite Master	Melee	Common	—	East Angmar, Steadfast Lands
Brood Ambusher	3	4	Normal	Melee	Common	—	Bree-land, Archet

Monsters and Enemy NPCs



SPIDER TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Brood Hatching	2	3	Normal	Melee	Common	Poison	Bree-land, Archet
Brood Hunter	6	7	Normal	Melee	Common	Poison	Bree-land, Archet
Brood Lurker	6	6	Normal	Melee	Common	Poison	Bree-land, Archet
Brood Spinner	6	6	Normal	Melee	Common	Poison	Bree-land, Archet
Brood Trapper	7	8	Normal	Ranged	Common	—	Bree-land, Archet
Brood Watcher	4	4	Normal	Melee	Common	Poison	Bree-land, Archet
Brood Weaver	48	49	Normal	Ranged	Common	—	Bree-land, Archet
Brood Webber	8	8	Normal	Melee	Common	Poison	Bree-land, Archet
Burzrit	11	11	Elite	Melee	Common	Poison	Ered Luin, Haudh Lin
Caragdal	50	50	Nemesis	Melee	Common	Poison	Ettenmoors, Steps of Gram
Chetwood Ambusher	5	6	Normal	Melee	Common	—	Bree-land, Archet
Chetwood Hunter	18	19	Normal	Melee	Common	Poison	Bree-land
Chetwood Spider	6	8	Normal	Melee	Common	Poison	Bree-land, Chetwood North
Chetwood Spinner	4	5	Normal	Melee	Common	Poison	Bree-land, Archet
Chetwood Stalker	17	18	Normal	Melee	Common	—	Bree-land
Chetwood Web-queen	6	6	Normal	Melee	Common	Poison	Bree-land, Archet
Cragstone Blight-fang	48	49	Normal	Melee	Common	Poison	Ettenmoors, Steps of Gram
Cragstone Queen	49	50	Normal	Melee	Common	Poison	Ettenmoors, Steps of Gram
Cragstone Trapper	48	49	Normal	Melee	Common	—	Ettenmoors, Steps of Gram
Eitor-kalsak	17	18	Elite	Melee	Common	Poison	Bree-land, Old Forest
Flesh-gnawer Lurker	41	42	Elite	Melee	Common	—	North Trollshaws
Flesh-gnawer Spider	40	41	Elite	Melee	Common	Poison	North Trollshaws
Flesh-gnawer Watcher	41	42	Elite	Melee	Common	—	North Trollshaws
Forest Biter	13	14	Normal	Melee	Common	Poison	Bree-land, Old Forest
Forest Brood-queen	14	14	Elite	Melee	Common	Poison	Bree-land, Old Forest
Forest Shadow-queen	15	15	Normal	Melee	Common	Poison	Bree-land, Old Forest
Forest Trapper	13	13	Normal	Melee	Common	—	Bree-land, Old Forest
Forest Tree-spinner	15	16	Normal	Melee	Common	—	Bree-land, Old Forest
Forest Tree-stalker	14	15	Normal	Melee	Common	—	Bree-land, Old Forest
Forest Web-crawler	14	14	Normal	Melee	Common	Poison	Bree-land, Old Forest
Forest Web-queen	16	16	Normal	Melee	Common	Poison	Bree-land, Old Forest
Forest Web-weaver	15	15	Normal	Melee	Common	Poison	Bree-land, Old Forest
Gorgoris	50	50	Nemesis	Melee	Common	Poison	Ettenmoors, Hithlad
Gorothrin	22	22	Elite	Melee	Common	Poison	Lone-lands
Greenfields Biter	11	11	Normal	Melee	Common	Poison	Shire, Greenfields
Greenfields Queen	12	12	Normal	Melee	Common	Poison	Shire, Greenfields
Greenfields Tree-weaver	12	12	Normal	Melee	Common	—	Shire, Greenfields
Grimfang Lurker	49	50	Signature	Melee	Common	Poison	Ettenmoors, Hithlad
Grimfang Queen	50	50	Elite Master	Melee	Common	Poison	Ettenmoors, Hithlad
Grimfang Weaver	49	50	Signature	Melee	Common	—	Ettenmoors, Hithlad



SPIDER TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Hillside Lurker	45	46	Normal	Melee	Common	Poison	East Angmar
Hillside Weaver	46	47	Normal	Melee	Common	Poison	East Angmar
Hunting Vile-filth	39	40	Elite	Melee	Common	Poison	North Trollshaws
Iornraith	9	9	Signature	Melee	Common	Poison	Bree-land, Archet
Kalsak	42	42	Elite	Melee	Common	Poison	North Trollshaws
Kingsfell Creeper	26	27	Normal	Melee	Common	Poison	North Downs, Kingsfell
Kingsfell Lurker	25	26	Normal	Melee	Common	—	North Downs, Kingsfell
Kingsfell Spider	26	26	Normal	Melee	Common	—	North Downs, Kingsfell
Kingsfell Spider-queen	27	27	Signature	Melee	Common	Poison	North Downs, Kingsfell
Kingsfell Spinner	25	26	Normal	Melee	Common	Poison	North Downs, Kingsfell
Lhinglain	47	47	Normal	Melee	Common	Poison	Ettenmoors, Steps of Gram
Lurking Flesh-gnaw	38	39	Elite	Melee	Common	—	North Trollshaws
Marsh Brood-watcher	8	9	Normal	Melee	Common	—	Bree-land, Midgewater Marsh
Marsh Queen	9	9	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Marsh Spider	7	8	Normal	Melee	Common	Poison	Bree-land, Midgewater Marsh
Moor-web Hunter	19	20	Normal	Melee	Common	—	Lone-lands
Moor-web Spinner	19	20	Normal	Melee	Common	Poison	Lone-lands
Moor-web Weaver	21	22	Elite	Melee	Common	Poison	Lone-lands
Morin	10	10	Signature	Melee	Common	Poison	Bree-land, Midgewater Marsh
Naegarch	15	15	Signature	Melee	Common	Poison	Ered Luin, Rath Teraig
Rift-crawler Creeper	50	51	Signature	Melee	Common	Poison	East Angmar
Rift-crawler Lurker	50	51	Signature	Melee	Common	—	East Angmar
Rift-crawler Queen	51	52	Signature	Melee	Common	Poison	East Angmar
Ruin-web Ambusher	24	25	Normal	Melee	Common	—	Lone-lands
Ruin-Web Hunter	24	25	Normal	Melee	Common	Poison	Lone-lands
Ruin-web Mother	25	26	Normal	Melee	Common	Poison	Lone-lands
Ruin-web Spinner	26	26	Signature	Melee	Common	Poison	Lone-lands
Ruin-web Trapper	26	26	Signature	Melee	Common	—	Lone-lands
Ruin-web Weaver	26	26	Signature	Melee	Common	—	Lone-lands
Scrub Spider	20	21	Normal	Melee	Common	Poison	Lone-lands
Scrub Tree Spider	22	23	Normal	Melee	Common	—	Lone-lands
Shadow-biter	30	32	Elite	Melee	Common	Poison	Ered Luin
Shadow-creeper	30	32	Elite	Melee	Common	—	Ered Luin
Shadow-spiderqueen	32	32	Elite	Melee	Common	Poison	Ered Luin
Shadow-spinner Broodling	48	49	Normal	Melee	Common	Poison	East Angmar
Shadow-spinner Hatchling	47	48	Normal	Melee	Common	Poison	East Angmar
Shadow-spinner Lurker	45	46	Normal	Melee	Common	Poison	East Angmar
Shadow-spinner Queen	49	50	Normal	Melee	Common	Poison	East Angmar
Shadow-spinner Weaver	46	47	Normal	Melee	Common	Poison	East Angmar
Skittering Downs-spider	31	32	Normal	Melee	Common	Poison	North Downs, Nan Amlug East

Monsters and Enemy NPCs



SPIDER TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Skittering Ruin-web	25	26	Normal	Melee	Common	Poison	Lone-lands
Skittering Snow-spinner	12	13	Normal	Melee	Common	Poison	Ered Luin, Haudh Lin
Skittering Strangle-web	40	41	Normal	Melee	Common	Poison	West Angmar, Ram Duath
Snow-spinner Ambusher	12	13	Normal	Melee	Common	—	Ered Luin, Haudh Lin
Snow-spinner Hunter	10	11	Normal	Melee	Common	Poison	Ered Luin, Haudh Lin
Snow-spinner Lurker	10	11	Normal	Melee	Common	—	Ered Luin, Rath Teraig
Snow-spinner Mother	13	14	Normal	Melee	Common	Poison	Ered Luin, Haudh Lin
Snow-spinner Queen	12	12	Normal	Melee	Common	Poison	Ered Luin, Rath Teraig
Snow-spinner Trapper	9	10	Normal	Melee	Common	—	Ered Luin, Haudh Lin
Stone Biter Spider	12	13	Normal	Melee	Common	Poison	Shire Greenfields
Stone-canyon Broodling	45	46	Normal	Melee	Common	Poison	East Angmar, Ram Duath
Stone-canyon Skitterer	46	47	Normal	Melee	Common	Poison	East Angmar, Ram Duath
Stone-canyon Spawn	45	46	Normal	Melee	Common	Poison	East Angmar, Ram Duath
Stone Creeper Spider	12	14	Normal	Melee	Common	—	Shire Greenfields
Stone Spider-queen	13	14	Normal	Melee	Common	Poison	Shire Greenfields
Strangle-web Ambusher	43	44	Normal	Melee	Common	—	West Angmar
Strangle-web Hunter	40	41	Normal	Melee	Common	—	West Angmar, Ram Duath
Strangle-web Mother	41	42	Normal	Melee	Common	Poison	West Angmar, Ram Duath
Strangle-web Queen	44	45	Normal	Melee	Common	Poison	West Angmar
Strangle-web Stalker	43	44	Normal	Melee	Common	—	West Angmar
Thangrin	21	21	Normal	Melee	Common	Poison	Lone-lands
Tomb-weaver Ambusher	46	48	Normal	Melee	Common	Poison	East Angmar
Tomb-weaver Spinner	48	49	Normal	Melee	Common	Poison	East Angmar
Trapdoor-spider	40	41	Elite	Melee	Common	Poison	North Trollshaws
Trapdoor-spider Lurker	41	42	Elite	Melee	Common	—	North Trollshaws
Trapdoor-spider Queen	41	42	Elite	Melee	Common	Poison	North Trollshaws
Trapdoor-spider Watcher	41	42	Elite	Melee	Common	—	North Trollshaws
Umling	42	42	Elite	Melee	Common	Poison	North Trollshaws
Vile Moor-web	21	22	Elite	Melee	Common	Poison	Lone-lands
Wood Ambusher	8	10	Normal	Melee	Common	—	Shire, Green Hill Country
Wood Creeper	6	8	Normal	Melee	Common	Poison	Shire, Tookland
Wood Hunter	1	1	Normal	Melee	Common	Poison	Shire, Green Hill Country
Wood Spider	1	1	Normal	Melee	Common	Poison	Shire, Green Hill Country
Wood Weaver	1	1	Normal	Melee	Common	—	Shire, Green Hill Country

The Dead

Unnatural creatures that rise out of the water. Shades that float in abandoned ruins. Skeletal figures that wander burial grounds. The Dead haunt the living throughout Middle-earth...if you know where to look.

RESISTANCES			
Songs	Cries	Magic	Physical
Poor	Average	Average	Exceptional

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westerness
Average	Average	Average	Weak	Weak



Darkwaters

Health: Average

Damage: Average

Description: If a person dies a horrible enough death while drowning, their tortured spirit could become a darkwater creature. Though without a corporeal body, darkwaters can rise from the site of their death as an animated water-corpse and mimic the clothes, equipment, and armour that the spirit wore in its previous incarnation. You will notice a swirl or circular stirring in the water before the darkwater conjures forth its new body and attacks. Darkwaters, like shades and fell spirits, deal Shadow damage, which makes them particularly deadly against fellowships not prepared for their special attacks.

DARKWATER TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Dreadful Gloom-water	29	30	Elite	Ranged	Shadow	Disease	Lone-lands, Agamaur
Dreadful Gloom-water	30	31	Elite	Ranged	Shadow	Disease	Lone-lands, Garth Agarwen
Fearsome Murk-water	27	27	Elite	Melee	Shadow	Disease	Lone-lands, Garth Agarwen
Horrid Dread-mist	35	36	Signature	Ranged	Shadow	Disease	North Downs, Fornost
Malicious Gloom-water	27	28	Elite	Melee	Shadow	Disease	Lone-lands, Agamaur
Malicious Gloom-water	32	34	Elite	Melee	Shadow	Disease	Lone-lands, Garth Agarwen
Naegradhir (Boss)	31	31	Elite Master	Melee	Shadow	Disease	Lone-lands, Agamaur
Raugzdrok (Boss)	30	30	Elite Master	Melee	Shadow	Disease	Lone-lands, Garth Agarwen
Terrible Dread-mist	48	49	Normal	Melee	Shadow	Disease	East Angmar
Wrathful Dread-mist	35	36	Signature	Melee	Shadow	Disease	North Downs, Fornost
Wretched Gloom-water	28	29	Elite	Melee	Shadow	Disease	Lone-lands, Agamaur
Wretched Gloom-water	30	31	Elite	Melee	Shadow	Disease	Lone-lands, Garth Agarwen



Shades

Health: Average

Damage: Average

Description: Bound to Middle-earth through magic, or possibly sheer malice, shades do not have a physical form; rather, their ethereal shapes sweep about the land, leaving fear and destruction in their wake. They may prove difficult to battle because of their ability to shift out of our reality, rendering traditional weapons useless against them for a short time. Cursed places like the Fields of Fornost in the North Downs and the Lone-lands' northern regions bind many shades and should be avoided unless you are in a fellowship.

SHADE TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Accursed Fell-spirit	24	25	Signature	Melee	Shadow	Fear	Bree-land, Great Barrow
Accursed Fell-spirit	40	40	Signature	Ranged	Shadow	Fear	North Downs, Fornost
Accursed Fell-spirit	49	50	Normal	Melee	Shadow	Fear	Bree-land, Great Barrow
Arnorian Captain	19	19	Elite	Melee	Shadow	Fear	North Downs
Arnor Shade	19	20	Normal	Melee	Shadow	Fear	North Downs, Fields of Fornost
Arthedain Guard	28	28	Normal	Melee	Shadow	Fear	Lone-lands, Harloeg
Arthedain Soldier	28	28	Normal	Melee	Shadow	Fear	Lone-lands, Harloeg
Betrayer Shade	19	20	Normal	Melee	Shadow	Stealth, Fear	North Downs, Fields of Fornost
Bound Shade	40	41	Normal	Melee	Shadow	Fear	Trollshaws, Nan Tornaeth
Captain Orron	26	26	Elite	Melee	Shadow	Fear	North Downs, Fields of Fornost
Chained Shade	42	43	Normal	Melee	Shadow	Fear	Trollshaws, Nan Tornaeth
Cruel Hellborne	42	46	Elite	Melee	Shadow	Fear	Angmar
Deluches	48	48	Signature	Melee	Shadow	Fear	East Angmar
Enraged Fell-spirit	45	45	Signature	Melee	Shadow	Fear	West Angmar
Enraged Fell-spirit	45	46	Normal	Melee	Shadow	Fear	Misty Mountains, High Crag
Enraged Fell-spirit	47	48	Normal	Melee	Shadow	Fear	East Angmar
Faerdamil	50	50	Signature	Melee	Shadow	Fear	Bree-land, Great Barrow
Fallen Red-guard	28	31	Normal	Melee	Shadow	Fear	Lone-lands
Fallen Red-soldier	27	30	Normal	Melee	Shadow	Fear	Lone-lands
Fell-spirit	45	45	Normal	Melee	Shadow	Fear	West Angmar
Fell-spirit	45	46	Normal	Melee	Shadow	Fear	Misty Mountains, High Crag
Fell-spirit	47	48	Normal	Melee	Shadow	Fear	East Angmar
Fettered Spirit	49	49	Elite	Melee	Shadow	Fear	East Angmar
Foul Fell-spirit	51	52	Elite	Ranged	Shadow	Fear	East Angmar
Gaelos	28	28	Signature	Melee	Shadow	Fear	North Downs, Fields of Fornost
Ghostly Hellborne	45	45	Elite	Melee	Shadow	Fear	Angmar



SHADE TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Greater Noble Spirit	49	49	Signature	Melee	Shadow	Fear	East Angmar
Hellborne Prisoner	40	44	Normal	Melee	Shadow	Fear	Angmar
Hellborne Turnkey	42	46	Elite	Melee	Shadow	Fear	Angmar
Hellborne Warrior	18	19	Normal	Melee	Shadow	Fear	North Downs, Greenway
Merciless Fell-spirit	48	49	Elite	Ranged	Shadow	Fear	East Angmar
Mournful Fell-spirit	38	39	Elite	Melee	Shadow	Fear	North Downs, Fornost
Noble Spirit	49	49	Signature	Melee	Shadow	Fear	East Angmar
Nodmor	25	25	Signature	Melee	Shadow	Fear	North Downs, Fields of Fornost
Oath-breaker Archer	22	24	Normal	Melee	Shadow	Fear	North Downs, Fields of Fornost
Oath-breaker Captain	25	25	Elite	Melee	Shadow	Fear	North Downs, Fields of Fornost
Oath-breaker Chieftain	28	28	Normal	Melee	Shadow	Fear	North Downs, Fields of Fornost
Oath-breaker Coward	23	25	Normal	Melee	Shadow	Fear	North Downs, Fields of Fornost
Oath-breaker Marksman	27	28	Normal	Melee	Shadow	Fear	North Downs, Fields of Fornost
Olnathron	30	30	Elite	Melee	Shadow	Fear	North Downs, Fields of Fornost
Rhudaur Champion	45	45	Normal	Melee	Shadow	Fear	Trollshaws, Nan Tornaeth
Riamul	40	40	Elite Master	Melee	Shadow	Fear	North Downs, Fornost
Ruithfaer	49	49	Elite Master	Melee	Shadow	Fear	East Angmar
Spiteful Fell-spirit	47	48	Normal	Melee	Shadow	Fear	East Angmar
Terrible Fell-spirit	40	41	Elite	Melee	Shadow	Fear	North Downs, Fornost
Terrible Fell-spirit	45	46	Elite	Ranged	Shadow	Fear	Misty Mountains, High Crag
Terrible Fell-spirit	50	50	Signature	Melee	Shadow	Fear	Angmar, Carn Dûm
The Tempter	49	49	Signature	Melee	Shadow	Fear	East Angmar
Treacherous Fell-spirit	52	53	Elite	Melee	Shadow	Fear	East Angmar
Twisted Fell-spirit	38	39	Elite	Ranged	Shadow	Fear	North Downs, Fornost
Twisted Fell-spirit	40	41	Elite	Ranged	Shadow	Fear	North Downs, Fornost
Twisted Fell-spirit	45	46	Elite	Melee	Shadow	Fear	Misty Mountains, High Crag
Twisted Fell-spirit	49	50	Normal	Melee	Shadow	Fear	Bree-land, Great Barrow
Twisted Fell-spirit	50	50	Signature	Melee	Shadow	Fear	Angmar, Carn Dûm
Unbound Spirit	49	49	Elite	Melee	Shadow	Fear	East Angmar
Villainous Oath-breaker	26	27	Normal	Melee	Shadow	Fear	North Downs, Fields of Fornost
Wrathful Fell-spirit	48	49	Elite	Melee	Shadow	Fear	East Angmar
Wrathful Hellborne	42	46	Normal	Melee	Shadow	Fear	Angmar



Wights

Health: Average

Damage: Average

Description: Found close to burial sites or in graves, wights are the bastard union of evil spirits and decaying bodies. Despite their failing flesh, these creatures show cunning intelligence and may rule certain areas like Bree-land's Barrow-downs or the Lone-lands' Nan Dhelu. Battling in close combat with a wight is risky; the creatures radiate fear and can deliver disease through a supernatural roar or a deadly cloud released upon their final death.

WIGHT TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Ancient Barrow-wight	24	25	Elite	Ranged	Common	Disease	Bree-land, Great Barrow
Ancient Bile-spewer	25	26	Normal	Melee	Common	—	Lone-lands, Haragmar
Ancient Bog-warden	29	30	Normal	Melee	Common	—	Lone-lands, Harloeg
Ancient Guardian	44	44	Elite	Melee	Common	Disease	Angmar
Balchorth	48	49	Elite	Melee	Common	Disease	East Angmar
Barrow-wight	11	11	Signature	Melee	Common	Disease	Bree-land, Midgewater Marsh
Barrow-wight	16	16	Normal	Melee	Common	Disease	Bree-land, Barrow-downs
Barrow-wight Archer	15	16	Normal	Melee	Common	—	Bree-land, Barrow-downs
Barrow-wight Bowlord	22	23	Elite	Ranged	Common	—	Bree-land, Great Barrow
Barrow-wight Bowman	20	21	Elite	Ranged	Common	—	Bree-land, Great Barrow
Barrow-wight Caller	22	23	Elite	Ranged	Common	Disease	Bree-land, Great Barrow
Barrow-wight Marksman	17	18	Normal	Melee	Common	—	Bree-land, Barrow-downs
Barrow-wight Slave	15	15	Signature	Melee	Common	Disease	Bree-land, Barrow-downs
Barrow-wight Warrior	15	15	Normal	Melee	Common	Disease	Bree-land, Barrow-downs
Bellowing Barrow-wight	16	17	Elite	Ranged	Common	Disease	Bree-land, Great Barrow
Bellowing Ironbound	48	49	Elite	Melee	Common	Disease	East Angmar
Bellowing Tomb-wight	49	50	Normal	Ranged	Common	Disease	East Angmar
Bile-spewer Marksman	26	27	Normal	Melee	Common	—	Lone-lands, Haragmar
Blogkritar	33	33	Elite Master	Ranged	Common	Disease	Lone-lands, Garth Agarwen
Bog-lord	30	31	Normal	Melee	Common	Disease	Lone-lands, Harloeg
Bog-warden Archer	29	30	Normal	Melee	Common	—	Lone-lands, Harloeg
Bone Man	18	18	Elite	Ranged	Common	—	Bree-land, Barrow-downs
Brudhraw	28	28	Signature	Melee	Common	Disease	Lone-lands, Garth Agarwen
Clutching Hand	27	29	Swarm	Melee	Common	Disease	Lone-lands, Agamaur
Corintur	16	16	Elite	Ranged	Common	Disease	Bree-land, Barrow-downs
Corrupted Guardian	43	43	Elite	Melee	Common	Disease	Angmar
Crawling Arm	20	21	Swarm	Melee	Common	Disease	Bree-land, Great Barrow



WIGHT TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Creeping Arm	15	16	Swarm	Melee	Common	Disease	Bree-land, Great Barrow
Creeping Arm	49	49	Swarm	Melee	Common	Disease	East Angmar
Cursed Barrow-wight	16	16	Normal	Melee	Common	Disease	Bree-land, Great Barrow
Cursed Tomb-wight	49	50	Normal	Ranged	Common	Disease	East Angmar
Deadly Barrow-wight	17	17	Elite	Ranged	Common	—	Bree-land, Great Barrow
Deadly Bile-spewer	27	28	Normal	Ranged	Common	Disease	Lone-lands, Haragmar
Deadly Guardian	44	44	Elite	Melee	Common	Disease	Angmar
Deadly Tomb-wight	16	16	Elite	Melee	Common	Disease	Bree-land, Great Barrow
Deadly Wight	30	31	Elite	Melee	Common	—	Lone-lands, Garth Agarwen
Deadly Wight	31	32	Elite	Melee	Common	—	Lone-lands, Garth Agarwen
Deathly Barrow-wight	24	25	Elite	Ranged	Common	Disease	Bree-land, Great Barrow
Decaying Barrow-wight	17	17	Normal	Ranged	Common	Disease	Bree-land, Great Barrow
Decaying Hand	47	48	Swarm	Melee	Common	Disease	East Angmar
Decaying Wight	24	25	Normal	Ranged	Common	Disease	North Downs, Fields of Fornost
Despaired Banner-wight	34	34	Elite	Melee	Common	Disease	Lone-lands, Garth Agarwen
Edan (Boss)	33	33	Elite Master	Ranged	Common	Disease	Lone-lands, Garth Agarwen
Eglandaen	14	14	Normal	Melee	Common	—	Ered Luin, Haudh Lin
Esylid (Boss)	33	33	Elite Master	Melee	Common	Disease	Lone-lands, Garth Agarwen
Fallen Champion	35	35	Normal	Melee	Common	Disease	North Downs, Fields of Fornost
Fallen Warrior	32	32	Normal	Melee	Common	Disease	North Downs, Fields of Fornost
Fell Crypt-wight	43	44	Elite	Melee	Common	Disease	Angmar
Fell Guardian	43	43	Elite	Melee	Common	Disease	Angmar
Fell Wight	33	33	Elite	Ranged	Common	Disease	Lone-lands, Garth Agarwen
Fell Wight	35	35	Elite	Ranged	Common	Disease	Lone-lands, Garth Agarwen
Foul Barrow-wight	23	23	Normal	Melee	Common	—	Bree-land, Great Barrow
Furious Crypt-wight	43	44	Normal	Melee	Common	Disease	Angmar
Gaerdring (Boss)	21	21	Elite Master	Ranged	Common	—	Bree-land, Great Barrow
Gaerthel (Boss)	21	21	Elite Master	Ranged	Common	Disease	Bree-land, Great Barrow
Ghostly Arm	45	45	Swarm	Melee	Common	Disease	Angmar, Carn Dûm
Grasping Hand	26	28	Swarm	Melee	Common	Disease	Lone-lands, Agamaur
Grim Tomb-wight	20	21	Normal	Melee	Common	Disease	Bree-land, Great Barrow
Grim Tomb-wight	21	21	Normal	Melee	Common	Disease	Bree-land, Great Barrow
Grim Wight	27	28	Elite	Ranged	Common	Disease	Lone-lands, Agamaur
Hewn Giant-arm	48	49	Elite	Melee	Common	Disease	East Angmar
Horrid Tomb-wight	48	49	Normal	Melee	Common	—	East Angmar
Iron-bound Archer	47	48	Normal	Melee	Common	—	East Angmar
Iron-bound Arrowmaster	48	49	Elite	Ranged	Common	—	East Angmar
Iron-bound Avenger	48	48	Signature	Ranged	Common	Disease	East Angmar
Iron-bound Bone-arrow	48	49	Elite	Ranged	Common	—	East Angmar
Iron-bound Champion	43	43	Elite	Melee	Common	—	Trollshaws, Nan Tornaeth

Monsters and Enemy NPCs



WIGHT TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Iron-bound Dread-archer	50	51	Elite	Ranged	Common	—	East Angmar
Iron-bound Dread-sword	50	51	Elite	Ranged	Common	Disease	East Angmar
Iron-bound Fell-striker	49	50	Elite	Melee	Common	Disease	East Angmar
Iron-bound Giant	48	48	Elite Master	Melee	Common	Disease	East Angmar
Iron-bound Jailor	44	44	Elite	Melee	Common	Disease	Angmar
Iron-bound Marksman	48	49	Elite	Ranged	Common	—	East Angmar
Iron-bound Servant	40	46	Elite	Ranged	Common	Disease	Angmar
Iron-bound Slave	40	46	Normal	Melee	Common	Disease	Angmar
Iron-bound Slave	47	48	Normal	Melee	Common	—	East Angmar
Iron-bound Slave	50	50	Normal	Melee	Common	Disease	Angmar, Carn Dûm
Iron-bound Slavemaster	49	50	Elite	Melee	Common	—	East Angmar, Steadfast Lands
Iron-bound Warden	48	49	Elite	Melee	Common	—	East Angmar
Iron-bound Warrior	47	48	Elite	Ranged	Common	Disease	East Angmar
Iron-bound Warrior	48	49	Elite	Melee	Common	—	East Angmar
Maddened Crypt-wight	42	43	Elite	Melee	Common	Disease	Angmar
Malin	18	18	Elite	Ranged	Common	Disease	Bree-land, Barrow-downs
Master Mound-wight	14	14	Signature	Melee	Common	Disease	Ered Luin, Haudh Lin
Morfuin	31	31	Elite	Melee	Common	—	Lone-lands, Harloeg
Mound-wight	12	13	Normal	Melee	Common	Disease	Ered Luin, Haudh Lin
Mound-wight Archer	13	14	Normal	Melee	Common	—	Ered Luin, Haudh Lin
Neven	27	27	Elite	Melee	Common	Disease	Lone-lands, Agamaur
Noxious Barrow-wight	18	18	Normal	Ranged	Common	Disease	Bree-land, Barrow-downs
Noxious Bog-warden	30	31	Normal	Melee	Common	Disease	Lone-lands, Harloeg
Oathbound Servant	46	47	Normal	Melee	Common	Disease	East Angmar
Oathbound Tomb-guard	47	48	Normal	Melee	Common	Disease	East Angmar
Oathbound Tomb-stalker	47	48	Normal	Melee	Common	Disease	East Angmar
Oathsworn Archer	44	45	Normal	Melee	Common	—	Misty Mountains, High Crags
Oathsworn Archer	48	49	Normal	Melee	Common	—	East Angmar
Oathsworn Caller	45	46	Normal	Ranged	Common	Disease	Misty Mountains, High Crags
Oathsworn Caller	47	48	Normal	Ranged	Common	Disease	East Angmar
Putrefied Barrow-wight	16	16	Elite	Ranged	Common	Disease	Bree-land, Great Barrow
Putrefied Oathsworn	44	45	Normal	Melee	Common	Disease	Misty Mountains, High Crags
Putrefied Oathsworn	49	50	Normal	Melee	Common	Disease	East Angmar
Putrefied Wight	19	20	Normal	Melee	Common	Disease	North Downs, Fields of Fornost
Rhudaur Death-carl	42	43	Normal	Ranged	Common	Disease	Trollshaws, Nan Tornaeth
Rhudaur Minion	40	41	Normal	Melee	Common	Disease	Trollshaws, Nan Tornaeth
Rhudaur Thrall	41	42	Normal	Melee	Common	—	Trollshaws, Nan Tornaeth
Rotting Barrow-wight	16	17	Normal	Melee	Common	—	Bree-land, Great Barrow
Rotting Guardian	44	44	Elite	Melee	Common	Disease	Angmar
Rotting Wight	23	24	Normal	Melee	Common	—	North Downs, Fields of Fornost



WIGHT TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Sambrog (Boss)	18	18	Elite	Melee	Common	Disease	Bree-land, Great Barrow
Sambrog	25	25	Nemesis	Melee	Common	Disease	Bree-land, Great Barrow
Severed Arm	29	29	Swarm	Melee	Common	Disease	Lone-lands, Garth Agarwen
Shambling Oathbound	46	47	Normal	Melee	Common	Disease	East Angmar
Shambling Tomb-wight	49	50	Normal	Melee	Common	Disease	Bree-land, Great Barrow
Shambling Wight	26	27	Elite	Melee	Common	—	Lone-lands, Agamaur
Strangling Arm	50	51	Swarm	Melee	Common	Disease	East Angmar
Sullen Wight	27	28	Elite	Ranged	Common	—	Lone-lands, Agamaur
Terrible Guardian	43	43	Elite	Melee	Common	Disease	Angmar
Tomb-wight	48	49	Normal	Melee	Common	Disease	East Angmar
Twisted Arm	32	32	Swarm	Melee	Common	Disease	Lone-lands, Garth Agarwen
Twisted Wight	30	31	Elite	Ranged	Common	—	Lone-lands, Garth Agarwen
Twisted Wight	31	32	Elite	Ranged	Common	—	Lone-lands, Garth Agarwen
Twisted Wight	32	32	Elite	Ranged	Common	—	Lone-lands, Garth Agarwen
Twisted Wight	34	34	Elite	Ranged	Common	—	Lone-lands, Garth Agarwen
Umthul	14	14	Elite	Ranged	Common	Disease	Ered Luin, Haudh Lin
Vatar (Boss)	34	34	Elite Master	Melee	Common	Disease	Lone-lands, Garth Agarwen
Vile Wight	25	26	Elite	Ranged	Common	Disease	Lone-lands
Wailing Iron-bound	48	49	Normal	Melee	Common	Disease	East Angmar
Wailing Wight	28	29	Elite	Ranged	Common	Disease	Lone-lands, Agamaur
Wight Blight-caller	38	40	Normal	Ranged	Common	Disease	Trollshaws, Nan Tornaeth
Wight Dread-warrior	38	40	Normal	Melee	Common	Disease	Trollshaws, Nan Tornaeth
Wight Prince	12	14	Elite	Ranged	Common	Disease	Bree-land, Barrow-downs
Wrathful Banner-wight	34	34	Elite	Melee	Common	Disease	Lone-lands, Garth Agarwen
Wrathful Crypt-wight	42	43	Normal	Melee	Common	Disease	Angmar
Wretched Wight	26	27	Elite	Ranged	Common	Disease	Lone-lands

The Unseen

Whereas creatures of The Dead have ties close to the physical realm, The Unseen are far removed from the mortal plane. Only when draped in physical raiment can they be seen, and they are generally more dangerous than all other denizens of Middle-earth.

RESISTANCES			
Songs	Cries	Magic	Physical
Strong	Average	Average	Strong

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westernesse
Average	Weak	Average	Weak	Average



The Nazgûl

Health: Exceptional

Damage: Exceptional

Description: Nine mortal men fell to the corruption of the One Ring and bowed to the Sauron's power. Led by the Witch-king of Angmar, the Nine scour Middle-earth at their master's behest, searching for the long-lost One Ring. They appear wraithlike, their flesh invisible, though armour, cloaks, and weapons hang on their bodies as if they were corporeal. They are the Nazgûl, the fiercest enemies you can face. Other creatures called "The Unseen" appear wraithlike, similar to the Nazgûl, with one important exception—wraiths can be slain.

NAZGÛL TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Nazgûl	46	46	Nemesis	Melee	Common	Fear	Misty Mountains, High Crag
Nazgûl	50	50	Archnemesis	Melee	Common	Fear	Bree-land
Nazgûl	50	50	Elite	Melee	Common	Fear	North Trollshaws



Wraiths

Health: Average

Damage: Average

Description: For a wraith to appear, a corrupt soul usually slips into the realm of the Unseen. Though invisible, these transparent, tangible beings can walk about the material world, wielding weapons and wearing armour that gives their presence form. Only a wraith's glowing eyes can be seen if it wears no clothing. The most powerful of the wraiths, Sauron's Nazgûl, are created by enchantments different from those of the average spectre.

WRAITH TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Amdir	12	12	Elite	Melee	Common	Fear	Bree-land
Brogadan (Boss)	40	40	Elite Master	Melee	Fire	Fear	North Downs, Fornost
Cargûl	51	51	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Deadly Lithûl	53	54	Elite Master	Melee	Common	Fear	East Angmar
Doldagnir	49	50	Elite Master	Melee	Common	Fear	East Angmar, Steadfast Lands
Garthamendir	49	50	Elite	Melee	Common	Fear	East Angmar, Steadfast Lands
Guldurvul	51	52	Elite Master	Melee	Common	Fear	East Angmar
Gurthand	48	48	Nemesis	Melee	Common	Fear	Angmar

WRAITH TYPES							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Gúrthul (Boss)	52	52	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Helchgam (Boss)	52	52	Nemesis	Melee	Water	—	Angmar, Carn Dûm
Katalá	50	50	Nemesis	Melee	Common	—	Angmar
Lhaerach	50	50	Nemesis	Melee	Common	Fear	East Angmar
Megoriath (Boss)	37	37	Elite Master	Melee	Common	Fear	North Downs, Fornost
Mordirith (Boss)	52	52	Archnemesis	Melee	Common	Fear	Angmar, Carn Dûm
Mordirith (Boss)	52	52	Archnemesis	Melee	Fire	Fear	Angmar, Carn Dûm
Mordirith (Boss)	52	52	Archnemesis	Melee	Shadow	Fear	Angmar, Carn Dûm
Mordirith (Boss)	52	52	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Remmenaeg (Boss)	42	42	Nemesis	Melee	Shadow	Fear	North Downs, Fornost
Rhavameldir (Boss)	38	38	Elite Master	Melee	Common	Fear	North Downs, Fornost
Screeching Cargûl	49	50	Elite	Melee	Common	Fear	East Angmar, Steadfast Lands
Sulluith	53	54	Nemesis	Melee	Common	Fear	East Angmar
Wailing Lithûl	53	54	Elite Master	Melee	Common	Fear	East Angmar

Troll-kind

Brawny enough to take off your head with a sweep of one arm, trolls can prove formidable adversaries. Though not as tall as giants, don't let their size fool you—they can barrel through a fellowship in seconds, and trolls tend to band together in larger groups than giants.

RESISTANCES			
Songs	Cries	Magic	Physical
Weak	Average	Average	Average

MITIGATION				
Fire	Light	Ancient Dwarf	Beleriand	Westernesse
Weak	Weak	Average	Weak	Average



Gorthorogs

Health: Strong

Damage: Exceptional

Description: While the Witch-king held sway in Angmar, he sent forces to the far northern wastelands to recruit a brutal and devastating race of trolls. These Gorthorogs ruled over the Witch-king's troll and orc armies. Sometimes they would even charge into battle at the head of the army, splintering the enemy's defences almost at once. Though they scattered when Angmar fell years past, they have returned again as the shadows swell near the gates of Carn Dûm.



GORTHOROG TYPES

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Ancient Gorthorog	43	46	Elite	Melee	Common	Fear	Angmar
Barashal (Boss)	52	52	Nemesis	Melee	Common	Fear	Angmar, Carn Dûm
Deadly Gorthorog Champion	48	48	Elite Master	Melee	Common	Fear	East Angmar
Gashan	51	52	Elite Master	Melee	Common	Fear	East Angmar
Gate-keeper	39	39	Elite Master	Melee	Common	Fear	North Downs, Fornost
Gorthorog Crusher	51	52	Elite Master	Melee	Common	Fear	East Angmar
Gorthorog Felwarden	47	47	Elite	Melee	Common	Fear	East Angmar
Gorthorog Flayer	48	49	Elite	Melee	Common	Fear	East Angmar, Steadfast Lands
Gorthorog Flesh-render	52	53	Elite Master	Melee	Common	Fear	East Angmar
Gorthorog Guardian	51	51	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
Gorthorog Hewer	46	47	Elite	Melee	Common	Fear	East Angmar
Gorthorog Ruin-smasher	50	51	Elite Master	Melee	Common	Fear	East Angmar
Gorthorog Slave	51	52	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Gorthorog Warrior	50	50	Elite	Melee	Common	Fear	Angmar, Carn Dûm
Great Gorthorog Champion	48	48	Elite Master	Melee	Common	Fear	East Angmar
Khurrákh	48	48	Elite Master	Melee	Common	Fear	East Angmar
Kort the Emissary	44	44	Elite	Melee	Common	Fear	Angmar
Koth	49	50	Elite Master	Melee	Common	Fear	East Angmar, Steadfast Lands
Kurth	45	45	Elite	Melee	Common	Fear	West Angmar
Master Drog	44	44	Elite	Melee	Common	Fear	Angmar
Mighty Gorthorog Champion	48	48	Elite Master	Melee	Common	Fear	East Angmar
Primeval Gorthorog	43	46	Elite	Melee	Common	Fear	Angmar
Shakop	47	48	Elite Master	Melee	Common	Fear	East Angmar
Târlug (Boss)	51	51	Elite Master	Melee	Common	Fear	Angmar, Carn Dûm
The Beast	46	46	Elite	Melee	Common	Fear	West Angmar
Ulkrank	45	45	Elite	Melee	Common	Fear	West Angmar
Ulkrank's Guard	44	45	Elite	Melee	Common	Fear	West Angmar



Trolls

Health: Strong

Damage: Exceptional

Description: Long ago, trolls were created by ancient evil powers as a mockery of the ents. In current times, you can see this warped vision in the form of the wood-trolls, though the stone-trolls are the more common variety. Stone-trolls stay hidden from sunlight, as many weaken in the rays or even turn to stone. In the Ettenmoors, trolls abound, and you can often find treasure near the stone statues of trolls who have been forever trapped by the light of day.



TROLL TYPES (STONE TROLLS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Bartás	30	30	Elite Master	Melee	Common	Wounds	North Downs, Meluinen
Boulder-troll Bonegnasher	25	27	Elite	Melee	Common	Wounds	North Downs
Boulder-troll Chieftain	28	28	Elite	Melee	Common	Wounds	North Downs
Boulder-troll Lout	12	14	Elite	Melee	Common	Wounds	Bree-land
Boulder-troll Maneater	25	26	Elite	Melee	Common	Wounds	North Downs
Boulder-troll Skirmisher	25	27	Elite	Ranged	Common	Wounds	North Downs
Boulder-troll Skullcrusher	25	27	Elite	Ranged	Common	Wounds	North Downs
Boulder-troll Warrior	26	28	Elite	Melee	Common	Wounds	North Downs
Búth	36	36	Elite	Melee	Common	Wounds	South Trollshaws
Etten Bone-breaker	20	21	Elite	Melee	Common	Wounds	Lone-lands
Etten Bone-snapper	13	15	Elite	Ranged	Common	Wounds	Bree-land
Etten Compressor	21	22	Elite	Melee	Common	Wounds	Lone-lands
Etten Flesh-render	13	15	Elite	Melee	Common	Wounds	Bree-land
Etten Meat-grinder	24	25	Elite	Melee	Common	Wounds	Lone-lands
Etten Rock-hurler	12	14	Elite	Ranged	Common	Wounds	Bree-land
Etten Splatterer	22	23	Elite	Ranged	Common	Wounds	Lone-lands
Etten Stone-flinger	22	23	Elite	Ranged	Common	Wounds	Lone-lands
Etten Tree-launcher	25	26	Elite	Ranged	Common	Wounds	Lone-lands
Gurmagath	30	30	Elite	Melee	Common	Wounds	North Downs, Meluinen
Kranklúk	8	8	Elite	Melee	Common	Wounds	Shire, Rushock Bog
Rock-troll	33	34	Elite	Melee	Common	Wounds	Bree-land
Rock-troll Brawler	28	29	Elite	Melee	Common	Wounds	North Downs, Meluinen
Rock-troll Chief	34	35	Elite	Melee	Common	Wounds	Bree-land
Rock-troll Flesheater	30	31	Elite	Melee	Common	Wounds	North Downs, Meluinen
Rock-troll Hurler	29	30	Elite	Ranged	Common	Wounds	North Downs, Meluinen
Rock-troll Lobber	30	31	Elite	Ranged	Common	Wounds	North Downs, Meluinen
Rock-troll Lobber	33	34	Elite	Ranged	Common	Wounds	Bree-land
Rock-troll Lout	24	25	Elite	Melee	Common	Wounds	North Downs
Rock-troll Rover	21	24	Elite	Melee	Common	Wounds	North Downs
Rock-troll Wildarm	32	32	Elite	Ranged	Common	Wounds	North Downs, Meluinen
Stone-troll Blighter	38	39	Elite	Melee	Common	Wounds	Trollshaws, Nan Tornaeth
Stone-troll Bonegrinder	34	35	Elite	Melee	Common	Wounds	South Trollshaws
Stone-troll Brawler	40	41	Elite	Melee	Common	Wounds	North Trollshaws
Stone-troll Chief	40	40	Elite	Melee	Common	Wounds	North Trollshaws
Stone-troll Fighter	38	39	Elite	Melee	Common	Wounds	North Trollshaws
Stone-troll	8	8	Elite	Ranged	Common	Wounds	Shire, Rushock Bog
Stone-troll Flesheater	36	37	Elite	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Stone-troll Hurler	36	37	Elite	Ranged	Common	Wounds	Trollshaws, Bruinen Gorges
Stone-troll Lobber	40	41	Elite	Ranged	Common	Wounds	North Trollshaws
Stone-troll Maneater	36	37	Elite	Melee	Common	Wounds	Trollshaws, Bruinen Gorges

Monsters and Enemy NPCs



TROLL TYPES (STONE TROLLS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Stone-troll Marrowbiter	34	35	Elite	Melee	Common	Wounds	South Trollshaws
Stone-troll Sentinel	38	39	Elite	Ranged	Common	Wounds	Trollshaws, Nan Tornaeth
Stone-troll Skull-breaker	33	34	Elite	Ranged	Common	Wounds	South Trollshaws
Stone-troll Skull-crusher	37	38	Elite	Ranged	Common	Wounds	North Trollshaws
Stone-troll Smasher	35	36	Elite	Ranged	Common	Wounds	Trollshaws, Bruinen Gorges
Stone-troll Wildarm	34	35	Elite	Ranged	Common	Wounds	South Trollshaws
Tarbám	30	31	Elite	Melee	Common	Wounds	North Downs, Meluinen

TROLL TYPES (TROLLS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Armoured Cliff Troll	37	39	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Armoured Frost Troll	43	44	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Armoured Krahjarn	47	48	Elite	Melee	Common	Wounds	East Angmar, Urugarth
Armoured Krahjarn	51	51	Elite	Melee	Common	Wounds	Angmar, Carn Dûm
Balt-olog Crusher	24	25	Elite	Melee	Common	Wounds	Lone-lands, Harloeg
Balt-olog Heaver	24	25	Elite	Ranged	Common	Wounds	Lone-lands, Harloeg
Balt-olog Master	25	26	Elite	Melee	Common	Wounds	Lone-lands, Harloeg
Brízrip (Boss)	48	48	Elite	Melee	Common	Wounds	East Angmar, Urugarth
Brutal Frost Troll	43	44	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Cave-troll Crusher	34	35	Elite	Melee	Common	Wounds	South Trollshaws
Cave-troll Crusher	35	36	Elite	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Cave-troll Elder	36	37	Elite	Melee	Common	Wounds	Trollshaws, Bruinen Gorges
Chieftain Durflaguz	50	50	Nemesis	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Chieftain Gádhup	50	50	Nemesis	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Chieftain Shatog	50	50	Nemesis	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Cliff Troll	36	38	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Cliff Troll Chieftain	39	40	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Cliff Troll Crusher	37	39	Elite	Ranged	Common	Wounds	Angmar, Ram Duath
Cliff Troll Hurler	36	38	Elite	Ranged	Common	Wounds	Angmar, Ram Duath
Curr-Olog	43	44	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Curr-Olog Ancient	40	41	Elite	Melee	Common	Wounds	North Trollshaws
Curr-Olog Basher	40	41	Elite	Melee	Common	Wounds	North Trollshaws
Curr-Olog Hurler	33	34	Elite	Ranged	Common	Wounds	South Trollshaws
Curr-Olog Hurler	34	35	Elite	Ranged	Common	Wounds	South Trollshaws
Curr-Olog Mangler	39	40	Elite	Melee	Common	Wounds	North Trollshaws
Curr-Olog Murderer	42	43	Elite	Melee	Common	Wounds	Trollshaws, Nan Tornaeth
Curr-Olog Scourge	34	35	Elite	Melee	Common	Wounds	South Trollshaws
Curr-Olog Slaughterer	41	42	Elite	Ranged	Common	Wounds	Trollshaws, Nan Tornaeth
Curr-Olog Thrower	43	44	Elite	Ranged	Common	Wounds	Misty Mountains, Giant Halls



TROLL TYPES (TROLLS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Deadly Jarn-olog	41	42	Elite	Melee	Common	Wounds	West Angmar, Ram Duath
Dushkâl (Boss)	48	48	Elite Master	Melee	Common	Fear	East Angmar, Urugarth
Frost Troll	42	43	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Frost Troll Chieftain	44	45	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Frost Troll Crusher	43	44	Elite	Ranged	Common	Wounds	Angmar, Ram Duath
Frost Troll Hurler	42	43	Elite	Ranged	Common	Wounds	Angmar, Ram Duath
Ghámbugh	47	48	Elite Master	Melee	Common	Wounds	East Angmar
Grat	35	35	Elite	Melee	Common	Wounds	North Downs, Dol Dinen
Gundrágh	45	45	Elite Master	Melee	Common	Wounds	Misty Mountains, Giant Halls
Gurkâmâb	37	37	Elite Master	Melee	Common	Wounds	North Downs, Fornost
Jarn-olog	36	37	Elite	Ranged	Common	Wounds	North Downs, Fornost
Jarn-olog Ripper	45	46	Elite	Ranged	Common	Wounds	East Angmar, Ram Duath
Jarn-olog Ripper	47	48	Elite	Melee	Common	Wounds	East Angmar
Jarn-olog Smasher	46	47	Elite	Melee	Common	Wounds	East Angmar, Ram Duath
Jarn-olog Smasher	47	48	Elite	Ranged	Common	Wounds	East Angmar
Jarn-olog Thrasher	47	48	Elite	Melee	Common	Wounds	East Angmar
Jarn-olog Warrior	36	37	Elite	Melee	Common	Wounds	North Downs, Fornost
Krahjarn Bruiser	47	48	Elite	Melee	Common	Wounds	East Angmar, Urugarth
Krahjarn Bruiser	50	50	Elite	Melee	Common	Wounds	Angmar, Carn Dûm
Krahjarn Heaver	47	48	Elite	Ranged	Common	Wounds	East Angmar, Urugarth
Krahjarn Heaver	50	50	Elite	Ranged	Common	Wounds	Angmar, Carn Dûm
Krahjarn Thrasher	50	51	Elite	Melee	Common	Wounds	Angmar, Carn Dûm
Kútotaz (Boss)	32	32	Elite	Melee	Common	Wounds	Lone-lands, Harloeg
Mountain-troll	23	23	Nemesis	Melee	Common	Wounds	Lone-lands, Weather Hill
Ongbûrz Bone-smasher	34	35	Elite	Melee	Common	Wounds	North Downs, Dol Dinen
Ongbûrz Bruiser	28	30	Elite	Melee	Common	Wounds	North Downs, Meluinen
Ongbûrz Iron-fist	35	36	Elite	Melee	Common	Wounds	North Downs, Dol Dinen
Ongbûrz Iron-troll	48	49	Elite	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Ongbûrz Rock-heaver	33	34	Elite	Ranged	Common	Wounds	North Downs, Dol Dinen
Pakonka, Siege-master	36	36	Elite	Melee	Common	Wounds	North Downs, Dol Dinen
Savage Cliff Troll	37	39	Elite	Melee	Common	Wounds	Angmar, Ram Duath
Savage Jarn-olog	46	47	Elite	Melee	Common	Wounds	East Angmar, Ram Duath
Shataz	40	40	Elite	Melee	Common	Wounds	Misty Mountains, Giant Halls
Snowreap Ice-fist	48	50	Elite	Melee	Common	Wounds	Ettenmoors, Arador's End
Snowreap Ice-hurler	48	50	Elite	Ranged	Common	Wounds	Ettenmoors, Arador's End
Snow-troll Heaver	48	49	Elite	Ranged	Common	Wounds	Misty Mountains, High Crags
Snow-troll Mauler	48	49	Elite	Melee	Common	Wounds	Misty Mountains, High Crags
Soldier Ghaurbûb	48	49	Elite	Ranged	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Ghurun	48	49	Elite	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Gogán	48	49	Elite	Ranged	Common	Wounds	Ettenmoors, Steps of Gram



TROLL TYPES (TROLLS)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Soldier Hush	48	49	Elite	Ranged	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Kúfbag	48	49	Elite	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Kúrub	48	49	Elite	Ranged	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Mogúrzgor	48	49	Elite	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Mugsh	48	49	Elite	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Nurzúrzfim	48	49	Elite	Ranged	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Olozer	48	49	Elite	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Rukul	48	49	Elite	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Soldier Zuzar	48	48	Elite	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Botmugsh	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Broshan	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Dulug	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Fash	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Galinzarza	49	50	Elite Master	Ranged	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Gazgortag	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Ghamp	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Globluk	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Izubuzri	49	50	Elite Master	Ranged	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Kúfolog	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Núrsufum	49	50	Elite Master	Ranged	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Radsripsh	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Raulik	49	50	Elite Master	Ranged	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Tarbúrzshra	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Taskmaster Zimarp	49	50	Elite Master	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Thordragh (Boss)	48	48	Elite	Melee	Common	Wounds	East Angmar, Urugarth
Troll-warrior	37	38	Elite	Melee	Common	Wounds	North Downs, Fornost
Tyrant Búrzgoth	51	51	Archnemesis	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Tyrant Gundzor	51	51	Archnemesis	Melee	Common	Wounds	Ettenmoors, Steps of Gram
Woodland Curr-Olog	40	41	Elite	Ranged	Common	Wounds	North Trollshaws



Wood-trolls

Health: Strong

Damage: Exceptional

Description: Unlike the massive, muscle-bound stone-trolls, wood-trolls tend to grow more slender and earthy, with proportions closer to that of the ancient ents. They are older, “first generation” trolls who were later blended with etten stock to produce the more common trolls found through the land. You will find them only in the more secluded, wooded areas of Middle-earth, and they are seldom friendly to strangers.



WOOD TROLLS							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Blighted Wood-troll	40	41	Elite	Melee	Common	—	Trollshaws, Giant Valley
Caller of the Bog	41	41	Elite Master	Melee	Common	—	North Trollshaws
Corrupt Wood-troll	40	41	Elite	Melee	Common	—	North Trollshaws
Creeping Wood-troll	38	39	Elite	Melee	Common	—	Trollshaws, Western Bruinen Source
Cruel Wood-troll	51	51	Elite	Melee	Common	—	Angmar, Carn Dûm
Durharna	20	21	Signature	Melee	Common	—	Bree-land
Fell Wood-troll	38	39	Elite	Melee	Common	—	North Trollshaws
Fierce Wood-troll	40	42	Elite	Melee	Common	—	North Trollshaws
Galín	39	39	Elite	Melee	Common	—	Trollshaws, Giant Valley
Onodrim	41	41	Elite	Melee	Common	—	Trollshaws, Giant Valley
Scarred Wood-troll	40	40	Elite	Melee	Common	—	Trollshaws, Western Bruinen Source
Tarbúrz	20	20	Signature	Melee	Common	—	Bree-land
Taushakh	42	42	Nemesis	Melee	Common	—	North Trollshaws
Taushakh Sapling	41	41	Elite	Melee	Common	—	Trollshaws, Giant Valley
Terrible Wood-troll	42	42	Elite	Melee	Common	—	North Trollshaws
Terrible Wood-troll	50	50	Elite	Melee	Common	—	Angmar, Carn Dûm
Twisted Wood-troll	41	42	Elite	Melee	Common	—	North Trollshaws

Ettenmoors PvMP Creatures

Family: Various

Health: Strong

Damage: Strong

Description: Once you enter the Ettenmoors, all rules change. If you choose the side of the player characters, combat will be familiar as you hunt down monster players in the form of Uruk, spiders, and wargs; certain bears and eagles will be your allies. On the monster side, you can attack the Free Peoples representatives as you storm multiple strategic capture points. Depending on your chosen side, your Ettenmoors enemies are completely opposite.

ETTENMOORS TYPES (FREE PEOPLES: PVMP ONLY)							
Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Alf Earthenway	48	48	Elite	Melee	Common	—	Coldfells
Captain-General Bordagor	51	51	Archnemesis	Melee	Common	—	Hithlad
Captain-General Harvestgain	51	51	Archnemesis	Melee	Common	—	Coldfells
Captain-General Lainedhel	51	51	Archnemesis	Melee	Common	—	Coldfells
Captain-General Mákan	51	51	Archnemesis	Melee	Common	—	Hoardale
Captain-General Meldún	51	51	Archnemesis	Melee	Common	—	Arador's End
Captain-General Tordúr	53	53	Archnemesis	Ranged	Common	—	Coldfells
Captain-General Verdantine	51	51	Archnemesis	Melee	Common	—	Steps of Gram
Coldfells Champion	47	48	Signature	Melee	Common	—	Coldfells
Coldfells Defender	47	48	Signature	Melee	Common	—	Coldfells

Monsters and Enemy NPCs



ETTENMOORS TYPES (FREE PEOPLES: PVMP ONLY)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Coldfells Elite	51	51	Elite Master	Ranged	Common	—	Coldfells
Coldfells Guardian	47	48	Signature	Melee	Common	—	Coldfells
Coldfells Hunter	47	48	Normal	Ranged	Common	—	Coldfells
Coldfells Hunter	47	48	Signature	Ranged	Common	—	Coldfells
Coldfells Lieutenant	49	50	Elite Master	Melee	Common	—	Coldfells
Coldfells Scout	47	48	Normal	Ranged	Common	—	Coldfells
Coldfells Sergeant	48	49	Signature	Ranged	Common	—	Coldfells
Coldfells Sergeant	49	49	Signature	Melee	Common	—	Coldfells
Coldfells Woodsman	47	48	Normal	Ranged	Common	—	Coldfells
Emerald Twospade	48	48	Elite	Melee	Common	—	Hithlad
Emissary Pip Diggins	49	49	Elite	Melee	Common	—	Hithlad
First Marshal Ari	50	50	Nemesis	Ranged	Common	—	Steps of Gram
First Marshal Barathír	50	50	Nemesis	Ranged	Common	—	Steps of Gram
First Marshal Dembent	50	50	Nemesis	Ranged	Common	—	Hoardale
First Marshal Egil	50	50	Nemesis	Ranged	Common	—	Coldfells
First Marshal Ern	48	49	Elite	Melee	Common	—	Coldfells
First Marshal Fádi	48	48	Nemesis	Ranged	Common	—	Coldfells
First Marshal Gorinn	50	50	Nemesis	Ranged	Common	—	Hoardale
First Marshal Grimfeld	50	50	Nemesis	Ranged	Common	—	Coldfells
First Marshal Gríss	50	50	Nemesis	Ranged	Common	—	Coldfells
First Marshal Helegmir	50	50	Nemesis	Ranged	Common	—	Coldfells
First Marshal Laegon	50	50	Nemesis	Ranged	Common	—	Coldfells
First Marshal Léodwald	48	48	Nemesis	Ranged	Common	—	Coldfells
First Marshal Morór	50	50	Nemesis	Ranged	Common	—	Hoardale
First Marshal Núrdram	50	50	Nemesis	Ranged	Common	—	Hithlad
First Marshal Osmod	50	50	Nemesis	Ranged	Common	—	Hoardale
First Marshal Osthryth	50	50	Nemesis	Ranged	Common	—	Coldfells
First Marshal Sathryth	50	50	Nemesis	Ranged	Common	—	Coldfells
First Marshal Túllinn	48	48	Nemesis	Ranged	Common	—	Coldfells
Gwiliwleth	48	48	Elite	Melee	Common	—	Coldfells
Hoarhallow Farmer	47	48	Normal	Melee	Common	—	Hithlad
Hoarhallow Gardener	47	48	Normal	Melee	Common	—	Hithlad
Isendeep Miner	47	48	Normal	Melee	Common	—	Coldfells
Lieutenant Alfswith	49	50	Elite Master	Melee	Common	—	Hoardale
Lieutenant Án	49	50	Elite Master	Melee	Common	—	Steps of Gram
Lieutenant Bregros	49	50	Elite Master	Ranged	Common	—	Hoardale
Lieutenant Brun	49	50	Elite Master	Melee	Common	—	Coldfells
Lieutenant Cadda	49	50	Elite Master	Melee	Common	—	Coldfells
Lieutenant Calin	49	50	Elite Master	Melee	Common	—	Hoardale
Lieutenant Cyneth	49	50	Elite Master	Melee	Common	—	Hoardale



ETTENMOORS TYPES (FREE PEOPLES: PVMP ONLY)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Lieutenant Elswith	49	50	Elite Master	Melee	Common	—	Steps of Gram
Lieutenant Estabal	49	50	Elite Master	Ranged	Common	—	Coldfells
Lieutenant Flóki	49	50	Elite Master	Melee	Common	—	Coldfells
Lieutenant Frithogar	49	50	Elite Master	Melee	Common	—	Coldfells
Lieutenant Gaeldoron	49	50	Elite Master	Ranged	Common	—	Hoardale
Lieutenant Gaelviniual	49	50	Elite Master	Ranged	Common	—	Hoardale
Lieutenant Grani	49	50	Elite Master	Melee	Common	—	Coldfells
Lieutenant Ingi	49	50	Elite Master	Melee	Common	—	Coldfells
Lieutenant Kern	49	50	Elite Master	Melee	Common	—	Hoardale
Lieutenant Libbi	49	50	Elite Master	Melee	Common	—	Coldfells
Lieutenant Lorneleth	49	50	Elite Master	Ranged	Common	—	Coldfells
Lieutenant Máni	49	50	Elite Master	Melee	Common	—	Hoardale
Lieutenant Mildburg	49	50	Elite Master	Melee	Common	—	Coldfells
Lieutenant Octa	49	50	Elite Master	Melee	Common	—	Arador's End
Lieutenant Olheryn	49	50	Elite Master	Ranged	Common	—	Hoardale
Lieutenant Osur	49	50	Elite Master	Melee	Common	—	Arador's End
Lieutenant Ovorestel	49	50	Elite Master	Ranged	Common	—	Coldfells
Lieutenant Solvi	49	50	Elite Master	Melee	Common	—	Hoardale
Lieutenant Sturla	49	50	Elite	Melee	Common	—	Steps of Gram
Lieutenant Swithulf	49	50	Elite Master	Melee	Common	—	Hithlad
Lieutenant Unferth	49	50	Elite Master	Melee	Common	—	Coldfells
Marigold Winterdown	48	48	Elite	Melee	Common	—	Hithlad
Mayor Wat Mudbottom	50	50	Elite	Melee	Common	—	Hithlad
Ned Claybrick	48	48	Elite	Melee	Common	—	Hithlad
Quartermaster Ash	49	50	Elite Master	Melee	Common	—	Coldfells
Quartermaster Cynwiss	49	49	Elite	Melee	Common	—	Hoardale
Ranger of Esteldin	53	53	Archnemesis	Ranged	Common	—	Coldfells
Sergeant-at-Arms Ambeng	48	49	Elite	Melee	Common	—	Steps of Gram
Sergeant-at-Arms Arwestiel	48	49	Elite	Ranged	Common	—	Hoardale
Sergeant-at-Arms Athelhild	48	49	Elite	Ranged	Common	—	Steps of Gram
Sergeant-at-Arms Benstan	48	49	Elite	Melee	Common	—	Steps of Gram
Sergeant-at-Arms Cwen	48	49	Elite	Melee	Common	—	Steps of Gram
Sergeant-at-Arms Denulf	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Edald	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Finni	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Gomiriell	48	49	Elite	Ranged	Common	—	Steps of Gram
Sergeant-at-Arms Guleneth	48	49	Elite	Ranged	Common	—	Hoardale
Sergeant-at-Arms Gwendis	48	49	Elite	Ranged	Common	—	Coldfells
Sergeant-at-Arms Hafthor	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Halkell	48	49	Elite	Melee	Common	—	Hoardale

Monsters and Enemy NPCs



ETTENMOORS TYPES (FREE PEOPLES: PVMP ONLY)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Sergeant-at-Arms Hareld	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Hauki	48	49	Elite	Melee	Common	—	Hoardale
Sergeant-at-Arms Heregyth	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Hesten	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Himthul	48	49	Elite	Ranged	Common	—	Coldfells
Sergeant-at-Arms Inwar	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Irminric	48	49	Elite	Melee	Common	—	Hoardale
Sergeant-at-Arms Kolvi	48	49	Elite	Melee	Common	—	Hoardale
Sergeant-at-Arms Léfgifu	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Maerchoniel	48	49	Elite	Ranged	Common	—	Coldfells
Sergeant-at-Arms Mibrethil	48	49	Elite	Ranged	Common	—	Coldfells
Sergeant-at-Arms Milred	48	49	Elite	Melee	Common	—	Hoardale
Sergeant-at-Arms Orn	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Raindis	50	50	Elite	Ranged	Common	—	Hoardale
Sergeant-at-Arms Ricbert	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Selethryth	48	49	Elite	Melee	Common	—	Coldfells
Sergeant-at-Arms Théodhild	48	49	Elite	Melee	Common	—	Hoardale
Sergeant-at-Arms Thurimbent	48	49	Elite	Ranged	Common	—	Coldfells
Sergeant-at-Arms Winflad	48	49	Elite	Melee	Common	—	Hoardale

ETTENMOORS TYPES (MONSTERS: PVMP ONLY)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Chieftain Arshu	50	50	Orc Nemesis	Melee	Common	—	Steps of Gram
Chieftain Durflaguz	50	50	Troll Nemesis	Melee	Common	—	Steps of Gram
Chieftain Durulkum	50	50	Uruk Nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Chieftain Fimfash	50	50	Orc Elite Master	Ranged	Common	Poison	Steps of Gram
Chieftain Gádhup	50	50	Troll Nemesis	Melee	Common	—	Steps of Gram
Chieftain Grazthluk	50	50	Uruk Nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Chieftain Gukhnúrz	50	50	Uruk Nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Chieftain Karnbugúl	50	50	Uruk Nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Chieftain Numhokarul	50	50	Uruk Nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Chieftain Pushi	50	50	Orc Nemesis	Melee	Common	—	Steps of Gram
Chieftain Shatog	50	50	Troll Nemesis	Melee	Common	—	Steps of Gram
Chieftain Taun	50	50	Orc Nemesis	Ranged	Common	Poison	Steps of Gram
Chieftain Torbok	50	50	Uruk Nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Chieftain Zabúrz	50	50	Orc Nemesis	Melee	Common	Poison	Steps of Gram
Cold-eve Stone-heaver	48	50	Troll Elite	Ranged	Common	Wounds	Hithlad
Cold-eve Stone-hewer	48	50	Troll Elite	Melee	Common	Wounds	Hithlad



ETTENMOORS TYPES (MONSTERS: PVMP ONLY)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Krahjarn Felarrow	51	51	Uruk Elite Master	Melee	Common	—	Ettenmoors, Steps of Gram
Krahjarn Iron-defender	53	53	Uruk Arch-nemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Ongbûrz Archer	47	48	Orc Signature	Ranged	Common	—	Steps of Gram
Ongbûrz Iron-troll	48	49	Troll Elite	Melee	Common	—	Steps of Gram
Ongbûrz Skirmisher	47	48	Orc Signature	Melee	Common	Poison	Steps of Gram
Ongbûrz Soldier	49	49	Orc Signature	Ranged	Common	Poison	Steps of Gram
Ongbûrz Tracker	47	48	Orc Normal	Ranged	Common	Poison	Steps of Gram
Quartermaster Apsdúf	47	48	Orc Signature	Melee	Common	—	Steps of Gram
Quick-shot Ongbûrz	48	49	Uruk Elite	Melee	Common	Fear	Ettenmoors, Steps of Gram
Snowreap Ice-fist	48	50	Troll Elite	Melee	Common	—	Arador's End
Snowreap Ice-hurler	48	50	Troll Elite	Ranged	Common	—	Arador's End
Soldier Apsdúf	48	49	Orc Elite	Ranged	Common	—	Steps of Gram
Soldier Atishgor	48	49	Orc Elite	Melee	Common	—	Steps of Gram
Soldier Azri	48	49	Uruk Elite	Melee	Common	Fear	Ettenmoors, Steps of Gram
Soldier Bagfra	48	49	Orc Elite Master	Ranged	Common	Poison	Steps of Gram
Soldier Búrdzargum	48	49	Uruk Elite	Melee	Common	Fear	Ettenmoors, Steps of Gram
Soldier Dahámab	48	49	Orc Elite	Melee	Common	—	Steps of Gram
Soldier Dalgumthak	48	49	Orc Elite	Melee	Common	—	Steps of Gram
Soldier Dríflágít	48	49	Orc Elite	Ranged	Common	—	Steps of Gram
Soldier Fandmau	48	49	Orc Elite	Melee	Common	—	Steps of Gram
Soldier Fimúzhorn	48	49	Orc Elite	Ranged	Common	—	Steps of Gram
Soldier Gazlup	48	49	Orc Elite	Melee	Common	—	Steps of Gram
Soldier Ghaurbúb	48	49	Troll Elite	Ranged	Common	—	Steps of Gram
Soldier Ghurun	48	49	Troll Elite	Melee	Common	—	Steps of Gram
Soldier Gogán	48	49	Troll Elite	Ranged	Common	—	Steps of Gram
Soldier Gorúrz	48	49	Orc Elite	Melee	Common	—	Steps of Gram
Soldier Grak	48	49	Orc Elite	Melee	Common	—	Steps of Gram
Soldier Graus	48	49	Orc Signature	Melee	Common	—	Steps of Gram
Soldier Hush	48	49	Troll Elite	Ranged	Common	—	Steps of Gram
Soldier Krulzhontu	48	49	Uruk Elite	Melee	Common	Fear	Ettenmoors, Steps of Gram
Soldier Kú	48	48	Orc Signature	Melee	Common	—	Steps of Gram
Soldier Kúfbag	48	49	Troll Elite	Melee	Common	—	Steps of Gram
Soldier Kúrub	48	49	Orc Elite	Ranged	Common	—	Steps of Gram
Soldier Kúrub	48	49	Troll Elite	Ranged	Common	—	Steps of Gram
Soldier Labnúrzum	48	49	Uruk Elite	Melee	Common	Fear	Ettenmoors, Steps of Gram
Soldier Mogúrzgor	48	49	Troll Elite	Melee	Common	—	Steps of Gram
Soldier Mugsh	48	49	Troll Elite	Melee	Common	—	Steps of Gram
Soldier Narfikskúm	48	49	Orc Elite	Melee	Common	—	Steps of Gram

Monsters and Enemy NPCs



ETTENMOORS TYPES (MONSTERS: PVMP ONLY)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Soldier Nurzúrfim	48	49	Troll Elite	Ranged	Common	—	Steps of Gram
Soldier Olozer	48	49	Troll Elite	Melee	Common	—	Steps of Gram
Soldier Quilbúb	48	49	Orc Elite	Ranged	Common	—	Steps of Gram
Soldier Rukul	48	49	Troll Elite	Melee	Common	—	Steps of Gram
Soldier Súmtharb	48	49	Orc Elite	Melee	Common	—	Steps of Gram
Soldier Thrak	48	49	Orc Elite	Ranged	Common	—	Steps of Gram
Soldier Ufrant	48	49	Orc Elite Master	Melee	Common	—	Steps of Gram
Soldier Zuzar	48	48	Troll Elite	Melee	Common	—	Steps of Gram
Taskmaster Bárzqhosh	49	50	Uruk Elite	Melee	Common	Fear	Ettenmoors, Steps of Gram
Taskmaster Botmugsh	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Broshan	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Bukolhag	49	50	Orc Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Dulug	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Fash	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Fikdag	49	50	Orc Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Galinzarza	49	50	Troll Elite Master	Ranged	Common	—	Steps of Gram
Taskmaster Gazgortag	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Ghamp	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Globluk	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Glok	49	50	Orc Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Gukthor	49	50	Orc Elite Master	Melee	Common	Poison	Steps of Gram
Taskmaster Hindulug	49	50	Uruk Elite Master	Melee	Common	Fear	Ettenmoors, Steps of Gram
Taskmaster Ishdágalar	49	50	Uruk Elite Master	Melee	Common	Fear	Ettenmoors, Steps of Gram
Taskmaster Izubuzri	49	50	Troll Elite Master	Ranged	Common	—	Steps of Gram
Taskmaster Krul	49	50	Orc Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Kúf	49	50	Orc Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Kúfolog	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Lárzmaugoth	49	50	Uruk Elite Master	Melee	Common	Fear	Ettenmoors, Steps of Gram



ETTENMOORS TYPES (MONSTERS: PVMP ONLY)

Name	Minimum Spawn Level	Maximum Spawn Level	Challenge Type	Melee or Ranged	Damage Type	Special Abilities	Location
Taskmaster Núrsufum	49	50	Troll Elite Master	Ranged	Common	—	Steps of Gram
Taskmaster Pizdur	49	50	Orc Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Pizdur	49	50	Uruk Elite Master	Melee	Common	Fear	Ettenmoors, Steps of Gram
Taskmaster Pugh	49	50	Orc Elite Master	Melee	Fire	Poison	Steps of Gram
Taskmaster Radsripsh	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Raulik	49	50	Troll Elite Master	Ranged	Common	—	Steps of Gram
Taskmaster Razbúrz	49	50	Orc Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Snagfigú	49	50	Orc Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Talum	49	50	Orc Elite Master	Melee	Fire	Poison	Steps of Gram
Taskmaster Tarbúrzshra	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Taskmaster Zimarp	49	50	Troll Elite Master	Melee	Common	—	Steps of Gram
Tyrant Barashish	51	51	Orc Archnemesis	Melee	Common	—	Steps of Gram
Tyrant Búrzgoth	51	51	Troll Archnemesis	Melee	Common	—	Steps of Gram
Tyrant Durgrat	51	51	Uruk Archnemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Tyrant Gundzor	51	51	Troll Archnemesis	Melee	Common	—	Steps of Gram
Tyrant Tharbíl	51	51	Orc Archnemesis	Melee	Common	—	Steps of Gram
Tyrant Trinrú	51	51	Uruk Archnemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
Tyrant Uzulthrang	51	51	Archnemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram
War-tyrant Akúlhun	53	53	Uruk Archnemesis	Melee	Common	Fear	Ettenmoors, Steps of Gram

Fellowship Instances

The average bear or goblin might challenge a farmhand armed with a pitchfork. Adventurers, however, require stiffer competition. The most powerful monsters, either solo beasts or commanders of entire mob groups, are called “bosses.” Generally, a boss will be of Signature, Elite, or Elite Master level; the ultimate challengers will reach Nemesis or Archnemesis level, and a few rare monsters will even show up as a Normal challenge type. Expect most bosses in secure locations (possibly at the back of a fortified encampment) or deep into an instance area where only a competent fellowship can reach.

The following “Quick Info” charts show you the guidelines as to what level monsters you will find inside and what level players should be. Make sure you have a battle-tested fellowship before you attempt these boss fights. The “Boss Monster Treasure” chart lists the most lucrative bosses, where to find them, and what treasures you may secure with a victory over these deadly minions.



FELLOWSHIP INSTANCES:

Instance	Level Range
Great Barrows	18–25
Garth Agarwen	30–35
Fornost	35–40
Urugarth	48+
Carn Dûm	50+

Quick Info: Great Barrow

Level: 18–25

Recommended Fellowship Size: 6

Intended Time Duration: 2.5–3 hours

Quests: Ancient Story of Evil, Evil's Final Chapter, Purging the Dead, Heading West, Collecting History

Background: The Great Barrow is a source of untold evil. They are watched over by Tom Bombadil and many do not know what lurks in the depths of the great ancient tombs. Recently, word of the Black Riders' return has stirred up the evil in the area. Wights begin to walk again, and that can only mean the presence of a great Gaunt-lord. The players who venture inside may find themselves lost in the passageways of great tombs, and the dark, dank, cramped hallways are littered with the walking dead. Beware!

Quick Info: Garth Agarwen

Level: 28–35

Recommended Fellowship Size: 6

Intended Time Duration: 3 hours

Quests: Arthedain's Lost Brethren, Artifact's of Rhudaur, Fell Spirits, Grimbar's Reclamation, Ivar the Bloodhand, Rings of Rhudaur, The Shattered Past, Oakheart's Plight, Reclaim the Lost Maiden

Background: The Blood-maid, Nerissa, has long held sway over the northeastern area of the Lone-lands. There, in the ruins of the kingdom of Rhudaur, she dwells in the water long ago corrupted by the forced sacrifice of countless men and women of Arthedain and Cardolan descent. In the ruin Garth Agarwen, she holds court, and the Men, corrupt beasts, and remnant gifts from Angmar dwell in the corrupt dark.

Quick Info: Fornost

Level: 35–42

Recommended Fellowship Size: 6

Intended Time Duration: 3.5 hours

Quests: Forgotten Company, Fell the Trolls, Oakheart's Flight, Putting down the Dead, Stem the Invasion, Free the Fallen, Captain Riamul, Collar for a King, A Leader Unveiled, A Darkness Within

Background: Fornost was the ancient city from which the Witch-king was driven by the Rangers and Elves in the Battle of Fornost. Players are sent in to stop the rise of ancient undead evils and to stop Angmar from creating a true foothold in the North Downs. The players must fight through orcs, trolls, goblins, and undead to defeat Amarthiel's Forsworn wraith warriors.

Quick Info: Urugarth

Level: 46–50

Recommended Fellowship Size: 6

Intended Time Duration: 4 hours

Quests: Farther Upstream, Quenching the Flames, The Matron's Brood, Skinning Beasts, Thinning the Horde, The Enemy's Arms, Ending Terror, Moving Mountains

Background: Urugarth is the main orc and Uruk encampment for the Krahjarn, who are the best of Angmar's orc forces. The Uruks and orcs live here and are amassing their forces as they prepare for battle. There is also a small force of trolls and a tiny area of drakes that the Krahjarn have been unable to remove from the area. The Krahjarn leader also keeps a rookery of crebain here to keep watch over the skies.

Quick Info: Carn Dûm

Level: 50+

Recommended Fellowship Size: 6

Intended Time Duration: 6–10 hours

Quests: Mordirith's Fall, Heart of the Waters, Lord of the Gorthorog, Lifting the Yoke, The Strongest Back, The Tarnished Bracelet, Queen of the Host

Reset time: Two days

Background: The capital city of Angmar. This is where the False King and Amarthiel have hatched their plans and led their armies. The players are coming to defeat the False King and push him back to Mordor. This area is run by the pale-folk who are an enslaved species that has been corrupted over time by evil and the pollution of the area. This area is also the source of the foul green waters of Angmar, befouled by an ancient water watcher.



BOSS MONSTER TREASURE					
Boss Name	Location	Boss Type	Lvl	Challenge Type	Treasure List
Múra	Carn Dûm	Boss	51	Elite Master	Gangalengi
Târlug	Carn Dûm	Boss	51	Elite Master	Hausdrepa
Urro	Carn Dûm	Boss	51	Elite Master	Carn Dûm Breastplate
Sálvakh	Carn Dûm	Sub-boss	51	Elite Master	Carn Dûm Staff
Barashal	Carn Dûm	Boss	52	Nemesis	Ornate Grate Key, Sterklófi, Rodhathol
Helchgam	Carn Dûm	Boss	52	Nemesis	Núraw, Baidhril, Rodhathol, Auger
Gúrthul	Carn Dûm	Boss	52	Elite Master	Shadow-wrap
Mormoz	Carn Dûm	Boss	52	Elite Master	Orlogfót
Azgoth	Carn Dûm	Boss	52	Nemesis	Iron Grate Key, Sharptooth, Quickhands, Hill-defender
Mordirith	Carn Dûm	Boss	52	Arch-nemesis	Ragebrand, Swift-talon, Bear-claws, Stanhelm, Berghelm, Elder Staff
Warchief Búrzghâsh	Fornost	Sub-boss	36	Elite Master	Dolthanc, Tugharn
Megoriath	Fornost	Boss	37	Elite Master	Ningaim, Gwathlang, Morluith, Muillainc, Nengol, Ningaim
Rhavameldir	Fornost	Boss	38	Elite Master	Barnaith, Emerphyr, Guardian's Ward, Hambadanir, Threk-herthar, Cuilthol, Balanham, Redemaib, Thenidhranc, Harthatham, Gauntlets of Sure-grip, Tirithar, Wig-herthar, Handranc
Brogadan	Fornost	Boss	40	Elite Master	West Gate Key, Narcham, Ruingurth, Skultapper, Daerchar, Togniranc, Leggings of the Kings, Wig-leggar, And-klath, Grip-mundar, Balanham, Thaliodhranc, Belemaib, Leggings of the Stag, Thol-hálm, Aradrhanc, Ancient's Breastplate, Vorth-klath
Einiora	Fornost	Boss	41	Elite Master	Brazier Flint, Hithrond, Mithvir, Aearanc, Golucham, Artisan's Shirt, Herodhranc, Winter's Vest, Gelhar
Tûm	Fornost	Minion of Einiora	41	Elite	Standard Elite Treasure Drops
Mígul	Fornost	Minion of Einiora	41	Elite	Standard Elite Treasure Drops
Ryk	Fornost	Minion of Einiora	41	Elite	Standard Elite Treasure Drops
Remmenaeg	Fornost	Boss	42	Nemesis	Lucky Worm-tooth, Thunderhead, Saelham, Amarthranc, Artisan's Gloves, Avorphadanir, Bronwecham, Cururanc, Tirithmaib, Saelphadanir, Tirithmaib, Stalwart Breastplate, Victor's Shirt, Brawler's Arms
Grimbark	Garth Agarwen	Boss	31	Elite Master	Stoutroot, Heartwood, Necklace of the Green Leaf, Bracelet of the Red-pass, Peace Band
Edan	Garth Agarwen	Boss	33	Elite Master	Aegrist, Necklace of the Green Leaf, Bracelet of the Red-pass, Peace Band
Eslyd	Garth Agarwen	Boss	33	Elite Master	Barrows Gate Key, Ferchu, Necklace of the Green Leaf, Bracelet of the Red-pass, Peace Band
Vatar	Garth Agarwen	Boss	34	Elite Master	Haudhring, Engdail
Ivar the Blood-hand	Garth Agarwen	Boss	34	Elite Master	High Pass Gate Key, Garth Agarwen Gate Key, Authri, Belegolf, Blade of Resolve, Glint, Shield of the Eastern Forests
Naruhel	Garth Agarwen	Boss	35	Nemesis	Carchol, Celomír, Nenhigil, Cealthlos
Gaerthel	Great Barrow	Boss	21	Elite Master	Great Barrows Necklace, Great Barrows Ring (Version A), Staff of the Lost Master, Mace of the Barrows, Knife of the Barrows, Blood-letter, Strongheart, Quilted Leggings of the Great Barrows, Horde-hunter's Gauntlets
Gaerdring	Great Barrow	Boss	21	Elite Master	Standard Elite Master Treasure Drops (Fought at same time as Gaerthel. Only Gaerthel drops the specials.)
Thadúr the Ravager	Great Barrow	Boss	23	Elite Master	Great Barrows Armband (Version A), Gwandagnir, Shortsword of the Barrows, Barrow-walker's Cap, Jacket of the Barrows, Robe of the Barrows, Cloak of the Barrows
Sambrog	Great Barrow	Boss	24/25	Nemesis	Horde-hunter's Gauntlets, Horde-hunter's Leggings, Leggings of the Lost Master, Great Barrows Armband (Version B), Great Barrows Ring (Version B), Great Barrows Bow, Halberd of the Great Barrows, Small Shield of the Barrows, Great Shield of the Barrows
Akrúr	Urugarth	Boss	47	Elite Master	Anthel, Flightsong
Sorkrank	Urugarth	Boss	47/48	Elite	Moonstone Ring, Sunstone Ring, Guardian's Badge, Griever, Gloom Shank, Marked-blade, Bronwelos, Ever-shadowed, Western Robe, Steel-legs, Smith-klath
Burzfil	Urugarth	Boss	47/48	Elite	Moonstone Ring, Sunstone Ring, Guardian's Badge, Griever, Gloom Shank, Marked-blade, Bronwelos, Ever-shadowed, Western Robe, Steel-legs, Smith-klath, Captain's Badge
Kughûrz	Urugarth	Boss	47/48	Elite Master	Moonstone Ring, Sunstone Ring, Loremaster's Badge

Monsters and Enemy NPCs



BOSS MONSTER TREASURE

Boss Name	Location	Boss Type	Lvl	Challenge Type	Treasure List
Dafrim	Urugarth	Boss	47/48	Elite Master	Moonstone Ring, Sunstone Ring, Hunter's Badge
Dushkál	Urugarth	Boss	48	Elite Master	Standá, Elegant Necklace, Highwayman Leggings, Fearless Helm, Orc-skewer, Glass Cuff
Athpukh	Urugarth	Boss	49	Elite Master	Grundbog
Lámkarn	Urugarth	Boss	48	Elite Master	Minstrel's Badge
Morthráng	Urugarth	Boss	48	Elite Master	Hard Heart, Laemír, Laingarab
Brízrip	Urugarth	Minion of Morthráng	48	Elite	Moonstone Ring, Sunstone Ring
Thordragh	Urugarth	Minion of Morthráng	48	Elite	Moonstone Ring, Sunstone Ring
Grishakrum	Urugarth	Boss	49	Elite Master	Moonstone Ring, Sunstone Ring, Burglar's Badge
Gruglok	Urugarth	Boss	49	Elite Master	Steel Key, Orc-bane, Lucflad, Shatterbone, Stannafl
Lagmás	Urugarth	Boss	50	Nemesis	Hefna, Coldbane, Rodgor, Halfur, Starkbog, Free-cutter
Lhugrien	Urugarth	Boss	51	Nemesis	Long-bite

RARE MONSTER TREASURE

Name	Level	Type	Difficulty	Area	Division	Unique Drop
Bogbull	7	Toad	Signature	Shire	Rushock Bog	Bogbull's Bones
Grim Maw	7	Wolf	Signature	Shire	The Delving Fields	Grim Maw's Tooth
Mad Badger	7	Shrew	Signature	Bree-land	Chetwood	Mad Badger's Tail
Gryttur	7	Boar	Signature	Ered Luin	Falathorn	Ancient Thinktusk's Tusk
Talon	8	Lynx	Signature	Ered Luin	Vale of Thrain	—
Mistpaw	8	Wolf	Signature	Bree-land	Chetwood	Mistpaw's Ear
Fibur Foul-heart	8	Dwarf Brigand	Signature	Shire	Rushock Bog	—
Kranklúk	8	Troll	Elite	Shire	Rushock Bog	—
Zanshik	9	Goblin	Signature	Shire	Bindbole Wood	—
Old Broadpaw	9	Bear	Signature	Shire	Bindbole Wood	Old Broadpaw's Foot
Grishskum	9	Boar	Signature	Shire	Bindbole Wood	Grishskum's Tusk
Eye-Biter	9	Neekerbreaker	Signature	Bree-land	Midgewater Marsh	Eye-biter's Carapace
William Redcastle	10	Brigand	Signature	Bree-land	Chetwood	—
Gib Hawthorn	10	Brigand	Signature	Shire	Green Hill Country	—
Big Tom	10	Brigand	Elite	Shire	Green Hill Country	Oak Staff of the Shire
Old Croaker	10	Toad	Signature	Shire	Green Hill Country	Old Croaker's Bones
Crop-scourge	11	Sickle-fly	Signature	Shire	The Marish	Crop-scourge's Wing
Muck-Glutton	11	Slug	Signature	Shire	The Marish	Muck-glutton's Feeler
Zau-gújáb	11	Goblin	Elite	Bree-land	Midgewater Marsh	Grimrung's Longsword
Burzrít	11	Spider	Signature	Ered Luin	Haudh Lin	Burzrít's Mandible
Swiftfang	11	Wolf	Signature	Ered Luin	Low Lands	Swiftfang's Tooth
Dour Ingo	11	Dwarf Brigand	Signature	Ered Luin	Low Lands	—
Zanvras	12	Goblin	Signature	Ered Luin	Rath Teraig	—
Vokvras	12	Goblin	Signature	Ered Luin	Vale of Thrain	—
Athglok	12	Goblin	Elite	Shire	Greenfields	—
Murúk	12	Orc	Elite	Shire	Greenfields	—
Yellowtusk	13	Boar	Signature	Bree-land	Breefields South	Yellowtusk's Tusk



RARE MONSTER TREASURE

Name	Level	Type	Difficulty	Area	Division	Unique Drop
Shadowfoot	13	Wolf	Signature	Bree-land	Old Forest West	Shadowfoot's Paw
Umthul	14	Wight	Elite	Ered Luin	Haudh Lin	—
Azuzol	14	Spider	Elite	Ered Luin	Haudh Lin	Azuzol's Mandible
Patric Bilberry	14	Brigand	Signature	Bree-land	Andrath	—
Eilbert Crampbark	14	Brigand	Signature	Bree-land	Bree-fields South	—
Gil Goatleaf	14	Brigand	Signature	Bree-land	Old Forest East	—
Snagabur	14	Half-orc	Signature	Bree-land	Bree-fields North	—
Minnie Applegarth	14	Brigand	Signature	Bree-land	Brandywine Hills	—
Snarler	14	Bear	Signature	Bree-land	Andrath	Snarler's Tooth
Naegarch	15	Spider	Signature	Ered Luin	Rath Teraig	Naegarch's Eye
Gurat-kafak	15	Orc	Elite	Bree-land	Cirith Nur Approach	—
Blághorsha	15	Half-orc	Signature	Bree-land	Lake Country	—
Knotwood	15	Huorn	Elite	Bree-land	Brandywine Hills	Knotwood's Heart
Limbgrith	15	Toad	Signature	Bree-land	Lake Country	Limbgrith's Bones
Gloom-gaze	15	Bat	Signature	Bree-land	Old Forest South	Gloom-Gaze's Fang
Corintur	16	Wight	Elite	Bree-land	Barrow-downs North	Staff of the Departed
Shapogatar	17	Orc	Signature	Lone-lands	Weather Hills	—
Snagpaw	17	Shrew	Signature	Bree-land	Far Chetwood	Snagpaw's Foot
Eitor-kalsak	17	Spider	Elite	Bree-land	Old Forest South	Eitor-kalsak's Mandible
Roth the Ragged	17	Brigand	Signature	Bree-land	Brandywine Woods	—
Ironhide	18	Boar	Signature	Lone-lands	Weather Hills	Tuft of Ironhide's Fur
Sawtooth	18	Wolf	Signature	Lone-lands	Midgewater Pass	Sawtooth's Tooth
Blackclaw	18	Bear	Signature	Bree-land	Barrow-downs South	Blackclaw's Claw
Moringol	18	Gaunt-man	Elite	Bree-land	Barrow-downs South	—
Wildthorn	18	Huorn	Elite	Bree-land	Old Forest South	Wildhorn's Bark
Kasak	19	Orc	Signature	Lone-lands	Midgewater Pass	—
Durharna	20	Wood Troll	Signature	Bree-land	Meluinien South	—
Nurzúrz	20	Goblin	Elite	Lone-lands	Minas Eriol	—
Ulural	20	Goblin	Signature	North Downs	Annundir	—
Asht	21	Warg	Elite	Lone-lands	Minas Eriol	Asht's Tooth
Gorothrin	22	Spider	Elite	Lone-lands	Minas Eriol	Gorothrin's Leg
Trinduf	23	Orc	Signature	North Downs	Greenway	—
Thaukoth	24	Warg	Signature	North Downs	Annundir	Thaukoth's Tail
Hurshát	25	Orc	Elite	North Downs	Nan Wathren	—
Nodmor	25	Shade	Signature	North Downs	Fields of Fornost	—
Shauk	25	Half-orc	Signature	Lone-lands	Nain Enidh	—
Achathrin	26	Spider	Signature	Lone-lands	Nain Enidh	Achathrin's Spinneret
Thrángdaul	26	Orc	Elite	North Downs	Nan Wathren	—
Sharshat	26	Warg	Elite	North Downs	Nan Wathren	Sharshat's Ear
Dumúlak	27	Orc	Signature	North Downs	Kingsfell	—
Khurshat	27	Warg	Signature	North Downs	Kingsfell	Khurshat's Tooth
Skávarr	27	Dwarf Brigand	Signature	Lone-lands	Nain Enidh	—

Monsters and Enemy NPCs



RARE MONSTER TREASURE

Name	Level	Type	Difficulty	Area	Division	Unique Drop
Blugasht	27	Orc	Signature	Lone-lands	Nain Enidh	—
Moss-back	28	Bog-lurker	Elite	Lone-lands	Haragmaur	Green Moss
Kraur	28	Warg	Signature	Lone-lands	Talath Gaun	Foe-stalker's Tooth Kraur's Paw
Gaelos	28	Shade	Signature	North Downs	Fields of Fornost	—
Skulkmire	28	Bog-lurker	Signature	North Downs	Meluinen	Skulkmire's Moss
Skrithmoz	28	Orc	Signature	North Downs	Meluinen	—
Durphadir	28	Gaunt-man	Elite Master	North Downs	Fields of Fornost	—
Mosal-gurz	29	Orc	Signature	Lone-lands	Talath Gaun	—
Durthlún	29	Orc	Signature	North Downs	Fields of Fornost	—
Bartás	30	Troll	Elite Master	North Downs	Meluinen	—
Bodil Dark-eye	30	Dwarf Brigand	Signature	North Downs	Nan Amlug West	—
Silverclaw	30	Lynx	Signature	North Downs	Nan Amlug West	Silverclaw's Claw
Raugzdrok	30	Darkwater	Elite Master	Lone-lands	Garth Agarwen	Dark Ring
Tarbám	31	Troll	Elite Master	North Downs	Troll Caves	—
Joan Darkhand	31	Brigand	Elite	Lone-lands	Agamaur	—
Dúnlang	31	Angmarim	Elite Master	Lone-lands	Garth Agarwen	—
Morfuin	31	Wight	Elite	Lone-lands	Harloeg	—
Klakki	31	Gaunt-man	Elite	Lone-lands	Agamaur	—
Naegradhir	31	Darkwater	Elite Master	Lone-lands	Agamaur	Dark Ring
Darkheart	31	Huorn	Elite Master	Lone-lands	Agamaur	Darkheart's Black Heart
Longhar	32	Earth-kin	Signature	North Downs	Nan Amlug East	—
Glangonn	32	Earth-kin	Signature	North Downs	Nan Amlug East	—
Málglok	32	Goblin	Signature	North Downs	Dol Dinen	—
Rot-Heart	32	Bog-lurker	Elite Master	Lone-lands	Garth Agarwen	Rotted Heart Glass Marble
Kútotaz	32	Troll	Elite	Lone-lands	Harloeg	Elven Quilted Vest
Styggur	32	Gaunt-man	Elite Master	Lone-lands	Haragmaur	—
Blogkritar	33	Wight	Elite Master	Lone-lands	Garth Agarwen	—
Grish	33	Warg	Elite	North Downs	Dol Dinen	Grish's Tail
Bleakwind	33	Drake	Elite Master	North Downs	Nan Amlug East	Bleakwind's Tongue
Núrzum	33	Warg	Signature	North Downs	Rhunenlad	Nurzum's Tail
Ploshat	34	Orc	Elite	North Downs	Dol Dinen	—
Grat	35	Troll	Elite	North Downs	Dol Dinen	—
Nulnák	35	Uruk	Elite	North Downs	Dol Dinen	—
Búth	36	Troll	Elite	Trollshaws	South Trollshaws	—
Vátair Grim-crow	37	Angmarim	Elite	Trollshaws	South Trollshaws	—
Karnasht	37	Wolf	Signature	Trollshaws	Bruinen Gorges	Karnasht's Tooth
Steelmaw	39	Bear	Signature	Trollshaws	Nan Tornaeth	Steelmaw's Paw
Windscreamer	39	Lynx	Signature	Trollshaws	High Moor	Windscreamer's Claw
Galín	39	Wood Troll	Elite	Trollshaws	High Moor	—
Gorthír	40	Gaunt-man	Elite Master	Trollshaws	Nan Tornaeth	—
Driftmane	41	Lynx	Signature	Misty Mountains	Bruinen Source West	Driftmane's Fang



Quests

HOW TO USE THE QUEST GUIDE

If you've spent more than a second-breakfast in Middle-earth, you know adventures are as plentiful as hair on Hobbit feet. So how do you navigate through the more than 1,600 quests?

The quests are divided by the nine play regions, so if you currently reside in Ered Luin, for example, flip to the Ered Luin section to find your quest listed in alphabetical order by name. Epic quests will be listed in their Book and Chapter order so you can follow along easily.

As for the adventures themselves, each one has a symbol to identify the type of quest; just check the key for the different quest types. The quest listings also give you important information such as the quest giver, experience and money rewards, treasure, quests that may lead into or out of your quest, and the objectives needed to accomplish your task. All that's left is for you to speak with the citizens of the land and oppose the minions of the Enemy wherever they may creep.

Strap on your hiking boots, tighten your belt, sheathe your rune-etched sword, and throw that heavy cloak over your shoulders. It's time to go adventuring, and the road you will travel leads you to places near and far, where courage unites the bold, whereas the Shadow falls over the indifferent and immoral.

From the beautiful Low-Lands in Ered Luin to the High Moor of the Trollshaws, your journey will take you through nine vastly different regions. Each has quests that might have you re-establishing postal routes (Shire), hunting for the haunted dead (the Barrow-downs in Bree-land), or braving frigid terrain for ancient Dwarf-treasures (Misty Mountains). Here's a quick guide to what you can expect as you enter the lands of Middle-earth.



When you are high enough level, you will make the eventful trek to the halls of Rivendell.

MIDDLE-EARTH REGIONS

Region	Approximate Level Range
The Shire	5-12
Ered Luin	1-12
Bree-land	1-20
Lone-lands	15-30
North Downs	20-35
Trollshaws	35-45
Misty Mountains	40-50
Angmar	40-50
Ettenmoors	45-50

The Shire

The starting region of the Hobbits always seems to radiate sunshine and cheer. Amidst the rolling hills, you will find low-level challenges as you aid the local folk and debunk a few crazy rumours. When your level reaches the double digits, you should head to Bree-land.

Ered Luin

The starting region of Elves and Dwarves lies in western Eriador. Ered Luin is filled with Dwarf-strongholds and spindly Elf-towers. Its tranquility has been broken by the evil Dourhand Dwarves and goblins that defile the land. After you master its secrets, your questing should lead you to Bree-land.

Bree-land

The starting region for Men, Bree-land serves as the cross-roads for travel through Eriador. You can find just about any adventure up through your early 20s, and everything else is merely a horse ride away. From the neighbourly tasks in Staddle to the dreaded battles under the Barrow-downs, your home will be in Bree until you're experienced enough to travel to the North Downs or the Lone-lands.

Lone-lands

You can drop your bag at a room in the Forsaken Inn or within the old ruins of Ost Guruth before exploring the unfriendly hills of the Lone-lands. Goblins and spiders choke the ruins of Minas Eriol, while monsters far worse hide in the thick bogs and low hills to the east. After discovering the infamous Weather Hills and unraveling the secrets of the Lone-lands, you can reach greater challenges by adventuring in the North Downs or the Trollshaws.



North Downs

If you're searching for the land with the most quests, the North Downs is for you. The western half caters to players in their 20s; the eastern half holds the tougher monsters for a more experienced crowd. Your fiercest foes may be the orcs of Dol Dinen or the creatures that inhabit Fornost, though the Hill-men that guard the pass into Angmar will hold you back until you're ready for the higher-level regions.

Trollshaws

At some point in your career, you'll visit Rivendell and must dodge deadly mobs along the way. You may also find yourself at Thorenhad in the Bruinen Gorges, where you can plan your quests against the nearby undead, wolves, and trolls. When you're ready to take the next step, it's off to the Misty Mountains.

Misty Mountains

Icy winds whip past you on the tundra, and your travels will wind through the ravines and peaks that divide the Misty Mountains. As your forays extend out from Glóin's Camp near the safety of Rivendell Valley, snow-lurkers beset you, mammoths threaten your way, and the giants of Iorbar may prove the largest enemies you'll ever face. Unless you have business in Angmar or the Ettenmoors, much of your high-level career will be spent in this extreme region.

Angmar

Once the Witch-king's seat of power, this dangerous land eats away at the hearts and souls of Men. Greater threats arise in this foul region, and only the strongest of adventurers should dare the areas past Aughtaire. You will confront the ultimate evil while completing the quests of Angmar.

Ettenmoors

Those who love player-versus-player (PVP) combat can join in the battles when you near the level cap. In this arena-style zone, the PVP play is geared toward player-versus-monster-player contests, where you can put on the skin of one of several beasts or don your usual character's boots.



To brave the more rewarding quests, link up with a trusty fellowship.

Experience and Money Tiers

In the Shire, you might boot a nettlesome spider from the local farm, but how much experience can you expect from it? Certainly not as much as slaying a mighty uruk in Angmar. The same is true for money—a Level 10 quest gives you a modest reward, while a Level 40 quest may make you a rich adventurer. Plus, there are other complicated factors, such as the time involved in a deed or whether it's a solo or fellowship quest.

To help organize all these variables, the quest lists in the following pages work on a tier system. Tier 1 ranks the lowest, meaning it's a simple task that will net you a small reward (in experience or money, or possibly both). Tier 2 is a relatively easy feat, with a modest reward. Tier 3 covers a majority of your deeds and quests, and delivers an average reward. Tier 4 events pay out great, though they'll probably require a fellowship to achieve them. Tier 5 is ultimate glory—the best of the best rewards. Only true heroes can earn them.

The following Deed and Quest charts show you how much experience and money you can net from any event in the game. To figure out the exact amount on a quest, for example, look up the quest's level and tier value, then cross-reference on the appropriate experience or money chart. In the money charts, "c" stands for copper and "s" stands for silver pieces.

QUEST EXPERIENCE					
Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
1	81	81	83	85	86
2	121	123	128	133	135
3	163	165	175	185	190
4	204	209	226	243	251
5	247	253	279	305	318
6	289	299	336	373	391
7	333	345	395	445	470
8	376	393	458	523	555
9	421	441	523	605	646
10	465	491	592	693	743
11	511	541	663	785	846
12	556	593	738	883	955
13	603	645	815	985	1,070
14	649	699	896	1,093	1,191
15	697	753	979	1,205	1,318
16	744	809	1,066	1,323	1,451
17	793	865	1,155	1,445	1,590
18	841	923	1,248	1,573	1,735
19	891	981	1,343	1,705	1,886
20	940	1,041	1,442	1,843	2,043
21	991	1,101	1,543	1,985	2,206



QUEST EXPERIENCE

Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
22	1,041	1,163	1,648	2,133	2,375
23	1,093	1,225	1,755	2,285	2,550
24	1,144	1,289	1,866	2,443	2,731
25	1,197	1,353	1,979	2,605	2,918
26	1,249	1,419	2,096	2,773	3,111
27	1,303	1,485	2,215	2,945	3,310
28	1,356	1,553	2,338	3,123	3,515
29	1,411	1,621	2,463	3,305	3,726
30	1,465	1,691	2,592	3,493	3,943
31	1,521	1,761	2,723	3,685	4,166
32	1,576	1,833	2,858	3,883	4,395
33	1,633	1,905	2,995	4,085	4,630
34	1,689	1,979	3,136	4,293	4,871
35	1,747	2,053	3,279	4,505	5,118
36	1,804	2,129	3,426	4,723	5,371
37	1,863	2,205	3,575	4,945	5,630
38	1,921	2,283	3,728	5,173	5,895
39	1,981	2,361	3,883	5,405	6,166
40	2,040	2,441	4,042	5,643	6,443
41	2,040	2,441	4,042	5,643	6,443
42	2,040	2,441	4,042	5,643	6,443
43	2,040	2,441	4,042	5,643	6,443
44	2,040	2,441	4,042	5,643	6,443
45	2,040	2,441	4,042	5,643	6,443
46	2,040	2,441	4,042	5,643	6,443
47	2,040	2,441	4,042	5,643	6,443
48	2,040	2,441	4,042	5,643	6,443
49	2,040	2,441	4,042	5,643	6,443
50	2,040	2,441	4,042	5,643	6,443

QUEST MONEY REWARDS

Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
1	6c	15c	15c	24c	30c
2	6c	15c	15c	24c	30c
3	8c	20c	20c	32c	40c
4	10c	25c	25c	40c	50c
5	12c	30c	30c	48c	60c
6	14c	35c	35c	56c	70c
7	16c	40c	40c	64c	80c
8	20c	50c	50c	80c	1s
9	24c	60c	60c	96c	1s, 20c
10	28c	70c	70c	1s, 12c	1s, 40c
11	34c	85c	85c	1s, 36c	1s, 70c
12	42c	1s, 5c	1s, 5c	1s, 68c	2s, 10c
13	50c	1s, 25c	1s, 25c	2s	2s, 50c
14	60c	1s, 50c	1s, 50c	2s, 40c	3s
15	72c	1s, 80c	1s, 80c	2s, 88c	3s, 60c
16	86c	2s, 15c	2s, 15c	3s, 44c	4s, 30c

QUEST MONEY REWARDS

Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
17	1s, 2c	2s, 55c	2s, 55c	4s, 8c	5s, 10c
18	1s, 28c	3s, 20c	3s, 20c	5s, 12c	6s, 40c
19	1s, 50c	3s, 75c	3s, 75c	6s	7s, 50c
20	1s, 60c	4s	4s	6s, 40c	8s
21	2s, 20c	5s, 50c	5s, 50c	8s, 80c	11s
22	2s, 80c	7s	7s	11s, 20c	14s
23	3s, 40c	8s, 50c	8s, 50c	13s, 60c	17s
24	4s	10s	10s	16s	20s
25	4s, 60c	11s, 50c	11s, 50c	18s, 40c	23s
26	5s, 20c	13s	13s	20s, 80c	26s
27	5s, 80c	14s, 50c	14s, 50c	23s, 20c	29s
28	6s, 40c	16s	16s	25s, 60c	32s
29	7s	17s, 50c	17s, 50c	28s	35s
30	7s, 14c	17s, 85c	17s, 85c	28s, 56c	35s, 70c
31	7s, 28c	18s, 20c	18s, 20c	29s, 12c	36s, 40c
32	7s, 42c	18s, 55c	18s, 55c	29s, 68c	37s, 10c
33	7s, 56c	18s, 90c	18s, 90c	30s, 24c	37s, 80c
34	7s, 70c	19s, 25c	19s, 25c	30s, 80c	38s, 50c
35	7s, 84c	19s, 60c	19s, 60c	31s, 36c	39s, 20c
36	7s, 98c	19s, 95c	19s, 95c	31s, 92c	39s, 90c
37	8s, 12c	20s, 30c	20s, 30c	32s, 48c	40s, 60c
38	8s, 26c	20s, 65c	20s, 65c	33s, 4c	41s, 30c
39	8s, 40c	21s	21s	33s, 60c	42s
40	8s, 54c	21s, 35c	21s, 35c	34s, 16c	42s, 70c
41	8s, 68c	21s, 70c	21s, 70c	34s, 72c	43s, 40c
42	8s, 82c	22s, 5c	22s, 5c	35s, 28c	44s, 10c
43	8s, 96c	22s, 40c	22s, 40c	35s, 84c	44s, 80c
44	9s, 10c	22s, 75c	22s, 75c	36s, 40c	45s, 50c
45	9s, 24c	23s, 10c	23s, 10c	36s, 96c	46s, 20c
46	9s, 38c	23s, 45c	23s, 45c	37s, 52c	46s, 90c
47	9s, 52c	23s, 80c	23s, 80c	38s, 8c	47s, 60c
48	9s, 66c	24s, 15c	24s, 15c	38s, 64c	48s, 30c
49	9s, 80c	24s, 50c	24s, 50c	39s, 20c	49s
50	9s, 94c	24s, 85c	24s, 85c	39s, 76c	49s, 70c

DEED EXPERIENCE

Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
1	81	82	84	87	89
2	122	125	130	138	143
3	164	170	180	195	205
4	206	217	234	260	277
5	250	266	292	331	357
6	294	317	354	410	447
7	339	370	420	495	545
8	384	425	490	588	653
9	431	482	564	687	769
10	478	541	642	794	895
11	526	602	724	907	1,029



DEED EXPERIENCE

Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
12	574	665	810	1,028	1,173
13	624	730	900	1,155	1,325
14	674	797	994	1,290	1,487
15	725	866	1,092	1,431	1,657
16	776	937	1,194	1,580	1,837
17	829	1,010	1,300	1,735	2,025
18	882	1,085	1,410	1,898	2,223
19	936	1,162	1,524	2,067	2,429
20	990	1,241	1,642	2,244	2,645
21	1,046	1,322	1,764	2,427	2,869
22	1,102	1,405	1,890	2,618	3,103
23	1,159	1,490	2,020	2,815	3,345
24	1,216	1,577	2,154	3,020	3,597
25	1,275	1,666	2,292	3,231	3,857
26	1,334	1,757	2,434	3,450	4,127
27	1,394	1,850	2,580	3,675	4,405
28	1,454	1,945	2,730	3,908	4,693
29	1,516	2,042	2,884	4,147	4,989
30	1,578	2,141	3,042	4,394	5,295
31	1,641	2,242	3,204	4,647	5,609
32	1,704	2,345	3,370	4,908	5,933
33	1,769	2,450	3,540	5,175	6,265
34	1,834	2,557	3,714	5,450	6,607
35	1,900	2,666	3,892	5,731	6,957
36	1,966	2,777	4,074	6,020	7,317
37	2,034	2,890	4,260	6,315	7,685
38	2,102	3,005	4,450	6,618	8,063
39	2,171	3,122	4,644	6,927	8,449
40	2,240	3,241	4,842	7,244	8,845
41	2,311	3,362	5,044	7,567	9,249
42	2,382	3,485	5,250	7,898	9,663
43	2,454	3,610	5,460	8,235	10,085
44	2,526	3,737	5,674	8,580	10,517
45	2,600	3,866	5,892	8,931	10,957
46	2,674	3,997	6,114	9,290	11,407
47	2,749	4,130	6,340	9,655	11,865
48	2,824	4,265	6,570	10,028	12,333
49	2,901	4,402	6,804	10,407	12,809
50	2,978	4,541	7,042	10,794	13,295

DEED MONEY REWARDS

Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
1	10c	20c	20c	40c	40c
2	20c	50c	50c	80c	80c
3	40c	80c	80c	1s, 30c	1s, 30c
4	60c	1s, 20c	1s, 20c	2s	2s
5	80c	1s, 60c	1s, 60c	2s, 80c	2s, 80c
6	1s, 10c	2s, 20c	2s, 20c	3s, 90c	3s, 90c
7	1s, 40c	2s, 90c	2s, 90c	5s	5s

DEED MONEY REWARDS

Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
8	1s, 80c	3s, 60c	3s, 60c	6s, 30c	6s, 30c
9	2s, 20c	4s, 40c	4s, 40c	7s, 70c	7s, 70c
10	2s, 60c	5s, 30c	5s, 30c	9s, 20c	9s, 20c
11	3s, 10c	6s, 30c	6s, 30c	11s	11s
12	3s, 70c	7s, 40c	7s, 40c	13s	13s
13	4s, 20c	8s, 50c	8s, 50c	14s, 90c	14s, 90c
14	4s, 90c	9s, 80c	9s, 80c	17s, 10c	17s, 10c
15	5s, 50c	11s	11s	19s, 30c	19s, 30c
16	6s, 20c	12s, 50c	12s, 50c	21s, 90c	21s, 90c
17	7s	14s	14s	24s, 50c	24s, 50c
18	7s, 80c	15s, 50c	15s, 50c	27s, 20c	27s, 20c
19	8s, 60c	17s, 20c	17s, 20c	30s, 20c	30s, 20c
20	9s, 40c	18s, 90c	18s, 90c	33s	33s
21	10s, 40c	20s, 80c	20s, 80c	36s, 30c	36s, 30c
22	11s, 40c	22s, 80c	22s, 80c	39s, 80c	39s, 80c
23	12s, 30c	24s, 60c	24s, 60c	43s, 10c	43s, 10c
24	13s, 40c	26s, 80c	26s, 80c	46s, 90c	46s, 90c
25	14s, 40c	28s, 80c	28s, 80c	50s, 40c	50s, 40c
26	15s, 60c	31s, 20c	31s, 20c	54s, 50c	54s, 50c
27	16s, 80c	33s, 60c	33s, 60c	58s, 70c	58s, 70c
28	17s, 90c	35s, 90c	35s, 90c	62s, 80c	62s, 80c
29	19s, 20c	38s, 40c	38s, 40c	67s, 20c	67s, 20c
30	20s, 40c	40s, 90c	40s, 90c	71s, 50c	71s, 50c
31	21s, 80c	43s, 60c	43s, 60c	76s, 30c	76s, 30c
32	23s, 30c	46s, 50c	46s, 50c	81s, 40c	81s, 40c
33	24s, 60c	49s, 10c	49s, 10c	86s	86s
34	26s, 10c	52s, 20c	52s, 20c	91s, 40c	91s, 40c
35	27s, 50c	55s	55s	96s, 20c	96s, 20c
36	29s, 10c	58s, 20c	58s, 20c	101s, 90c	101s, 90c
37	30s, 70c	61s, 50c	61s, 50c	107s, 60c	107s, 60c
38	32s, 30c	64s, 60c	64s, 60c	113s	113s
39	34s	68s	68s	119s	119s
40	35s, 60c	71s, 30c	71s, 30c	124s, 70c	124s, 70c
41	37s, 40c	74s, 90c	74s, 90c	131s	131s
42	39s, 30c	78s, 60c	78s, 60c	137s, 60c	137s, 60c
43	41s	82s, 10c	82s, 10c	143s, 60c	143s, 60c
44	43s	86s	86s	150s, 50c	150s, 50c
45	44s, 80c	89s, 50c	89s, 50c	156s, 70c	156s, 70c
46	46s, 80c	93s, 70c	93s, 70c	164s	164s
47	48s, 90c	97s, 80c	97s, 80c	171s, 20c	171s, 20c
48	50s, 90c	101s, 70c	101s, 70c	178s	178s
49	53s	106s	106s	185s, 50c	185s, 50c
50	55s	110s	110s	192s, 50c	192s, 50c



QUEST SYMBOLS KEY	
Quest Symbol	Quest Type
	Solo
	Fellowship
	Raid
	Burglar
	Captain
	Champion

QUEST SYMBOLS KEY	
Quest Symbol	Quest Type
	Guardian
	Hunter
	Lore-master
	Minstrel
	Epic Quest
	Craft Quest

ANGMAR								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Distant Uncle	49	Eilig	Tier 2	Tier 2	—	Dark Hunters, Hidden Hoard, Dark Vengeance	Thinning the Horde
OBJECTIVES: Rammas Deluon prevents the brothers Eilig, Machar, and Torquil from seeing their uncle Donaith, who lives far in the east of Angmar. Objective #1: Eilig and his brothers in Aughaire wish you to find their long-lost uncle. Donaith is somewhere far to the east of Aughaire, well beyond Rammas Deluon.								
	A Tenuous Thread	50	Areneth	Tier 4	Tier 4	—	Chapter 6: Challenging the Stone, Chapter 1: Hidden in Shadow	Help from the South
OBJECTIVES: The Angmarim, servants of the False King, threaten the Rangers of Gath Forthnir. Objective #1: Areneth said that a display of strength could break the spirits of the Angarim loyal to the False King. Collect the weapons of those you defeat and set them upon the Angmarim altars. The Angmarim are to the west, near Carn Dûm. Find their altars throughout Himbar near the road or within the Angmarim camps. Objective #2: Areneth said that a display of strength could break the spirits of the Angarim loyal to the King. Collect the weapons of those you defeat and set them upon the Angarim altars. The Angmarim are to the west, near Carn Dûm. Find their altars throughout Himbar near the road or within the Angmarim camps. Objective #3: You broke the morale of the Angmarim with your display of strength and resolve. It will be some time before their willingness to fight returns. The Rangers of Gath Forthnir wait for you at their camp to the east of Carn Dûm.								
	An Axe to Grind	48	Commander Gisur	Tier 3	Tier 3	—	The Orc-raid	Engineering Destruction
OBJECTIVES: The dwarf-outpost at Gabilshathûr is in need of repair, but their tools are nearly all ruined. Objective #1: The Captain of the Guard at Gabilshathûr asked you to retrieve saws, axes, and picks from an Orc-camp to help them in their repairs. The Orc-camp lies to the northeast of Gabilshathûr.								
	Ancient Lair	44	Fonn	Tier 3	Tier 3	—	The Old One	The Old One
OBJECTIVES: Fonn has learned that Gertheryg have been seen travelling to a particular cave in Malenhad. He has sent a scout to investigate, but the scout has not returned. Objective #1: Fonn has asked you to explore a cave in Malenhad to which Gertheryg have been seen travelling. The Gorthorog-cave is in Malenhad, east of Aughaire. Objective #2: At Fonn's request, you searched the Gorthorog-cave for Bethad. You have found him, but he appears wounded. Bethad is in the Gorthorog-cave in Malenhad, east of Aughaire.								
	Another Challenge	44	Aidan	Tier 3	Tier 3	—	The Final Challenge	—
OBJECTIVES: Another challenge awaits at Fail-à-Khro. This time, Aidan has been challenged to face the leader of a pack of vicious Wargs. Objective #1: Aidan has called upon you to aid against the Warg-master. Aidan awaits your assistance in meeting a new challenge at Fail-à-Khro. Objective #2: You met the challenge and were victorious. Speak to Aidan.								

Quests: Angmar



ANGMAR

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Banishing the Darkness	48	Banfuir	Tier 3	Tier 3	—	Deluches	—
OBJECTIVES: The sudden appearance of Deluches, the captain of the fell spirits, kept you from banishing the creatures from the shrine. Objective #1: The chief sorcerer of the necromancers, the Spirit-master, no doubt has the token of Deluches, the spirit-captain. The necromancer of Imlad Balchorth can be found at the ruins high in the western hills of the area. Objective #2: You retrieved the Token of Deluches and must now bring all thirteen tokens in your possession to the master shrine. The master shrine of Eithel Úmfaer stands before you. Objective #3: Deluches, captain of the fell spirits, has been summoned to Eithel Úmfaer, the master shrine in Imlad Balchorth, where he must be destroyed. Objective #4: You have defeated Deluches and banished at least some of the fell spirits of Angmar. You should bring the good tidings to Banfuir. Banfuir is back at Gabilshathûr.								
	Black Challenge	50	Drop Quest	Tier 2	Tier 2	—	—	The Champion of Minas Agar
OBJECTIVES: The Enemy speaks a dire language known as the Black Speech. Plans and messages to the False King, his generals, and commanders are often carried into battle by their minions. Objective #1: You discovered a strange piece of text, written in the Black Speech. The Elves of Rivendell might be able to translate it. Rivendell lies in the Trollshaws, far to the south of Angmar.								
	Black Imprecations	50	Drop Quest	Tier 2	Tier 2	—	—	The Champion of Minas Angos
OBJECTIVES: The Enemy speaks a dire language known as the Black Speech. Plans and messages to the False King, his generals, and commanders are often carried into battle by their minions. Objective #1: You discovered a strange piece of text, written in the Black Speech. The Elves of Rivendell might be able to translate it. Rivendell is in the Trollshaws, far to the south of Angmar.								
	Black Incantations	50	Drop Quest	Tier 2	Tier 2	—	—	The Champion of Minas Caul
OBJECTIVES: The Enemy speaks a dire language known as the Black Speech. Plans and messages to the False King, his generals, and commanders are often carried into battle by their minions. Objective #1: You discovered a strange piece of text, written in the Black Speech. The Elves of Rivendell might be able to translate it. Rivendell is in the Trollshaws, far to the south of Angmar.								
	Black Lore	50	Drop Quest	Tier 2	Tier 2	—	—	The Champion of Minas Maur
OBJECTIVES: The Enemy speaks a dire language known as the Black Speech. Plans and messages to the False King, his generals, and commanders are often carried into battle by their minions. Objective #1: You discovered a strange piece of text, written in the Black Speech. The Elves of Rivendell might be able to translate it. Rivendell is in the Trollshaws, far to the south of Angmar.								
	Blood-pact	45	Lornë	Tier 4	Tier 4	—	The Blood-bond	—
OBJECTIVES: You learned from Lornë's cousin that the Silk Lady resides at an Angmarim outpost on the north side of Malenhad. Objective #1: Lornë has asked you and your companions to raid the Angmarim outpost and to confront the Silk Lady in hopes of learning the fate of Muirnë. The Silk Lady is in the outpost of the Angmarim on the north side of Malenhad, guarding the path into eastern Angmar. Objective #2: You confronted the Silk Lady and learned that she was in fact Lornë's sister Muirnë. You defeated the Silk Lady in combat and now must bear the dark tidings back to Lornë. Lornë is at the hunters' camp in Malenhad.								
	Bloodstones	43	Lakhina	Tier 4	Tier 4	Sword of the Ancestors, Lakhina's Gloves	—	The Bloodstone Trove
OBJECTIVES: The Hillmen of Angmar have little wealth, but what they have comes in part from bloodstones, semiprecious gems they use in ornaments and for trade. The recent appearance of many drakes in the hills north of Aughaire has made it impossible for the Hillmen to gather these bloodstones. It seems that the bloodstones are often found amongst the bones of the drake's victims. Objective #1: Lakhina of Aughaire has asked you to go to the drake-lairs and gather bloodstones, taking them from the remains of the drake's victims. The drake lairs are north of Aughaire in a valley beyond some old gates of the Angmarim. Objective #2: You must return the bloodstones you have gathered to Lakhina of Aughaire.								
	Bloodwing	43	Cuinthorn	Tier 3	Tier 3	Bronwennam, Limdail	The Bloodstone Trove	—
OBJECTIVES: Drakes are the most dangerous game in the foothills of Angmar, and the Hillmen consider them the truest test of a hunter's skill. Now they have challenged you to defeat the most powerful of the drakes in the foothills - Bloodwing. Objective #1: You have been asked to hunt the most dangerous among them, the vicious drake Bloodwing. There are drake lairs north of Aughaire in the high hills by some ancient ruins. Objective #2: Having slain many drakes, you should return to Cuinthorn for your reward. Cuinthorn is back at Aughaire.								



ANGMAR								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Bogbereth (Raid)	50	Lunathron	Tier 5	Tier 5	—	Bogbereth's Brood	—
OBJECTIVES: Lunathron told you of a great, vile spider, Bogbereth, which hunts in Himbar. Objective #1: Lunathron cautioned you not to face Bogbereth with anything less than a fully-armed war-party. She must be defeated, lest she continues to spawn more of her foul brood. Bogbereth hunts in the north-eastern reaches of Himbar. Objective #2: Lunathron bade you destroy the great spider, Bogbereth. Now that she is no more, you can return to claim your victory. Gath Forthnir is in the easternmost part of Himbar.								
	Bogbereth's Brood	49	Lunathron	Tier 3	Tier 3	—	Chapter 6: Challenging the Stone	Bogbereth
OBJECTIVES: Bogbereth the Spider is in league with the Iron Crown. Her progeny is kept by the Angmarim and used as many-legged foot-soldiers. Objective #1: Lunathron told you of Bogbereth's spawn, the spider-broodlings that are kept by the Angmarim. The spiders and their keepers are to the north-east of Himbar. Objective #2: You slew many spiders and their Angmarim keepers, ensuring that Bogbereth's spawn pose no threat to the Rangers. Lunathron is at Gath Forthnir to the east of Himbar.								
	Breathing-space	46	Kol	Tier 3	Tier 3	—	The Lost Dwarves	The Orc-raid
OBJECTIVES: The mining-outpost of Gabilshathûr is in grave danger. An army of Orcs is not far away, and their scouts and stragglers must not be allowed to locate the dwarves. Objective #1: The merchant Kol has suggested you speak to Gisur the guard-captain who may be able to tell you how best you can assist the Dwarves of Gabilshathûr. The guard-captain Gisur is at Gabilshathûr. Objective #2: You have been asked to range far afield to slay Orcs, so as to distract the Orcs interest from the area around Gabilshathûr. For this reason you should avoid slaying any of the Orcs in Malenhad, who are camped nearby. There are Orcs at Ongbîshuk, north and east of the dwarf-outpost of Gabilshathûr. Objective #3: You have slain a large number of Orcs and should return to Gisur to let him know of your success. The guard-captain Gisur is back at Gabilshathûr.								
	Buried Treasure	44	Machar	Tier 3	Tier 3	—	Dark Hunters	Hidden Hoard
OBJECTIVES: Machar and his brothers Torquil and Eilig are seeking vengeance against Orc-raiders who slew their kin. Objective #1: Machar has asked you to steal the silver from the cave from whence murdering Orcs came to slay his kindred, then return to him in Aughaire. The Ongbûrz cave is north of Aughaire, and just east of Dûn Covád.								
	Champions of the Arena	48	Hwati	Tier 4	Tier 4	—	Into the Arena	Master of the Arena
OBJECTIVES: Hwati told you of the Gorthorg-champions who guard Maethad and of their terrible strength. Objective #1: Hwati asked you to gather your comrades once again and go to Maethad to defeat the Gorthorog champions who rule the area. Maethad is north and east of Gabilshathûr. Objective #2: The three Gorthorog-champions have been defeated, but it seems that there is one greater still left to be dealt with. You should return to Hwati to tell him what you have learned. Hwati is back at Gabilshathûr.								
	Claws of the Earth	40	Reko	Tier 3	Tier 3	—	—	—
OBJECTIVES: Reko, the Earth-kin hunter, desires the beaks of the hill-claws, though for what, the creature would not say. Objective #1: Reko has asked you to collect the hill-claw beaks he desires. Hill-claws can be found throughout Ram Dúath.								
	Counting the Clutch	49	Commander Gisur	Tier 3	Tier 3	—	Rampage	Scaled Menace
OBJECTIVES: Drakes are breeding rampantly in eastern Angmar, creating a dire threat to the Dwarves of Gabilshathûr. Objective #1: The Captain of the Guard at Gabilshathûr asked you to go search the nests of the drakes, counting the eggs and checking which ones are getting ready to hatch. There are drake nests far to the east of Gabilshathûr. Objective #2: You have counted a fair number of drake-nests and should now return to the Captain of the Guard with the information you gathered. The Captain of the Guard is at Gabilshathûr, far to the east of the drake-nests.								
	Dark Hunters	44	Torquil	Tier 4	Tier 4	Belegabnir, Torquil's Vengeance, Aewolf	Dark Raiders	—
OBJECTIVES: Torquil and his brothers Machar and Eilig are seeking vengeance against Orc-raiders who slew their kin. Objective #1: Torquil, seeking vengeance for the deaths of his kin, has asked you to slay them. The lair of the Tarkrîp is just north of Tór Gailvin. Objective #2: You have slain many Tarkrîp orcs and should now return to Torquil to claim your reward. Torquil is back at Aughaire.								
	Dark Raiders	44	Torquil	Tier 3	Tier 3	—	—	Dark Hunters
OBJECTIVES: Torquil and his brothers Machar and Eilig are seeking vengeance against Orc-raiders who slew their kin. Objective #1: Torquil, seeking vengeance for the deaths of his kin, has asked you to slay the Orc-raiders in their caves. The lair of the Ongbûrz is just east of Dûn Covád to the north. Objective #2: You have slain many Orcs and should now return to Torquil to claim your reward. Torquil is back at Aughaire.								

Quests: Angmar



ANGMAR

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Dark Standards	43	Raith	Tier 3	Tier 3	—	Trophies of War	The Silent Judge
OBJECTIVES: Your prowess has already impressed the warriors of Aughaire and instilled them with some hope - yet the Angmarim are well fortified behind great walls of stone and gates of steel, and their hearts yet quail at the thought of assaulting such strongholds. Objective #1: Raith has asked you to raid an enemy clan's fort and take their banners of war. The fort of the enemy clan is to the north-east of Aughaire. Objective #2: Having collected the enemy battle standards, you should bring them back to Raith. Raith is back at Aughaire.								
	Dark Vengeance	44	Eilig	Tier 4	Tier 4	Golubadanir, Brecham, Ranghâsh's Defeat	Deep Vengeance	A Distant Uncle
OBJECTIVES: Eilig and his brothers Machar and Torquil are seeking vengeance against Orc-raiders who slew their kin. Objective #1: Eilig has asked you to slay the Uruk-warmaster, Ranghâsh, who led the Uruks who slew his kindred. The Tarkrip are just north of Tór Gailvin - seek out their cave there. Objective #2: Ranghâsh is dead, so you should return to Eilig to tell him the tale of your deeds. Eilig is back at Aughaire.								
	Deep Vengeance	44	Eilig	Tier 3	Tier 3	—	Hidden Hoard	Dark Vengeance
OBJECTIVES: Eilig and his brothers Machar and Torquil are seeking vengeance against Orc-raiders who slew their kin. Objective #1: Eilig has asked you to slay the Ongburz Chieftain, Nûlthauk who led the Orcs who slew his kindred. The Orc-cave is north of Aughaire, just east of Dûn Covád. Objective #2: Nûlthauk is dead, so you should return to Eilig to tell him the tale of your deeds. Eilig is back at Aughaire.								
	Deluches	48	Banfuir	Tier 3	Tier 3	—	Spirits of Morgoth	Banishing the Darkness
OBJECTIVES: Banfuir examined the tokens you recovered from the fell spirits and discovered that they bear signs of Morgoth, sigils that may be binding the spirits to the mortal world. A name also was written upon them: Deluches. Objective #1: Banfuir has asked you to take the tokens you collected to the shrine of the fell spirits in Imlad Balchorth. The shrine can be recognized as a large iron torch or brazier. The shrine of the fell spirits is on an islet in a small pond in the southern part of Imlad Balchorth. Objective #2: You were unable to defeat the terrible captain of the spirits, Deluches, so the fell spirits could not be banished. You should bring the tokens back to Banfuir and report these events. Banfuir is back at Gabilshathûr.								
	Discovering the Source	49	Fimreg	Tier 3	Tier 3	—	Foul Waters	Further Upstream
OBJECTIVES: The pools of Imlad Balchorth are noxious pits of foul water. No one knows if the corruption stems from the Enemy's industry or from a more sinister source. Objective #1: The waters in the western parts of Imlad Balchorth are infused with deadly poison, and Fimreg wishes to determine the cause. The pools of Imlad Balchorth are to the south of Himbar. Objective #2: Your phials are filled with the deadly water from the roiling pools of Imlad Balchorth. Fimreg is in Gath Forthnîr, north and east of Imlad Balchorth.								
	End the Nightmare	50	Dírdre	Tier 4	Tier 4	—	My Heart's Hope	—
OBJECTIVES: You have found Dírdre, daughter of Osbail, and are helping escort her to safety. Objective #1: Dírdre has asked your aid returning to her mother. Osbail waits for her daughter's safe return to the east in Gath Forthnîr. Objective #2: You returned Dírdre to the Hillmen. You should speak with Osbail, her mother, at once. Osbail is at Gath Forthnîr.								
	Ending Terror	50	Donaith	Tier 5	Tier 5	—	Thinning the Horde	—
OBJECTIVES: You defeated many Orcs in Urugarth, but your task is not yet complete. The Uruk-leader remains. Objective #1: Donaith told you of a mighty Uruk-general that must be defeated. The leader of the Orc-army makes his home deep within Urugarth to the west. Objective #2: Donaith asked you to kill the Uruk-general, which you did after a fierce battle. You should return to Gath Forthnîr and tell Donaith the good news. Gath Forthnîr is far to the east, past Himbar.								
	Engineering Destruction	48	Commander Gisur	Tier 3	Tier 3	—	An Axe to Grind	Rampage
OBJECTIVES: The tools you retrieved will aid the Dwarves of Gabilshathûr in repairing the outpost, but the threat of the Orcs' siege-engines still remains. Objective #1: The Captain of the Guard at Gabilshathûr asked you to return to the Orc-camp and destroy the Enemy's siege-engines. The Orc-camp is due north of Gabilshathûr. Objective #2: You should return to the Captain of the Guard with word of your success in destroying the siege-engines. The Captain of the Guard is at Gabilshathûr, southwest of the Orc-camp.								
	False Orders	44	Soltakh	Tier 3	Tier 3	—	The Final Challenge	The Gate-keeper
OBJECTIVES: Soltakh believes the problems of the folk of Aughaire are all the fault of the Angmarim, for corrupting the other clans and inciting them against Aughaire. Objective #1: The sub-commanders' strong-boxes can be found far to the north of Aughaire in the outer camps of Dûn Covád. Soltakh has asked you to slip false orders into the Angmarim chain of command. Objective #2: Having slipped the false orders into the Angmarim chain of command, you should return to Soltakh in Aughaire. Soltakh is back at Aughaire.								

The Lord of the Rings Online

SHADOWS OF ANGMAR™

ANGMAR								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Foul Waters	49	Fimreg	Tier 3	Tier 3	—	Chapter 6: Challenging the Stone	Discovering the Source
<p>OBJECTIVES: The pools of Imlad Balchorth are noxious pits of foul water. No one knows if the corruption stems from the Enemy's industry or from a more sinister source. Objective #1: The waters of the eastern Imlad Balchorth cause strange maladies, and Fimreg wishes to determine the cause. He told you to take samples from the roiling patches in the pools. Imlad Balchorth's pools are to the south of Himbar. Objective #2: Your phials are filled with water from the roiling pools of the Imlad Balchorth. Fimreg is in Gath Forthnir, north and east of Imlad Balchorth.</p>								
	Fruits of the Earth	41	Eetu	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: The Earth-kin are fond of a certain kind of tuber that grows in the gorges in the east side of Ram Dúath in the Duvairë -- the places now frequented by the Orkish-army and merrevail. Objective #1: Eetu has asked you to gather vegetables for the Earth-kin of the Suuri-lehmä. The root vegetables grow in the gorges on the east side of Ram Dúath in the Duvairë.</p>								
	Fuel for the Forge	44	Taran	Tier 3	Tier 3	—	The Final Challenge	—
<p>OBJECTIVES: The Hillmen of Aughaire use broken weapons and stores of old iron gathered from the ancient battlefields of Angmar to make their tools and weapons, but a special, hot-burning coal is required to work the metal. Objective #1: Taran, a smith of Aughaire, has asked you to gather the special, hot-burning coal he needs to work the old black iron of Angmar. The coal of Angmar can be found just north of the hostile town of Donnvaíl, far to the north of Aughaire. Objective #2: You should return to Taran with the Angmar Coal you have mined. Taran, a smith of Aughaire, has asked you to gather the special, hot-burning coal he needs to work the old black iron of Angmar.</p>								
	Further Upstream	50	Fimreg	Tier 3	Tier 3	—	Discovering the Source	Heart of the Waters
<p>OBJECTIVES: Fimreg studied the properties of the water you collected and believes that the source is tainted by something beyond mere machines of industry. Objective #1: Fimreg believes that a large creature of some kind is poisoning the waters. If such a beast exists, proof of it will be found upstream in Urugarth. Urugarth is to the west of Gath Forthnir and north of Imlad Balchorth. Objective #2: You found a curious bony hook, like a claw or beak but not resembling part of any animal you have ever encountered before. Fimreg is at Gath Forthnir, in eastern Himbar, east of Urugarth.</p>								
	Gem-hunter	47	Bothwar	Tier 3	Tier 4	—	Chapter 6: Challenging the Stone, Into the Arena	Prospector of Angmar
<p>OBJECTIVES: The Dwarves of Gabilshathûr are unable to go out and prospect in these dark days, but they know that the armies of the Enemy have discovered some of their old mining locations and are extracting gems themselves. Objective #1: Bothwar, the dwarf-miner of Gabilshathûr, has offered to pay you for gems you can find on Enemy-minions such as trolls and Gorthorogs in Gorothlad.</p>								
	Half-shell	43	Othran	Tier 3	Tier 3	—	The Value of Vermin	Swamp-dweller
<p>OBJECTIVES: Malenhad is home to turtles of enormous size, which the Hillmen value for their edible meat and tremendous shells. Objective #1: Othran has offered to pay you for the meat and shell plates of the giant turtles of Malenhad. The turtles live throughout the western reaches of Malenhad. Othran is at Tyrn Lhug, in the south-west corner of Malenhad.</p>								
	Heart of the Waters	50	Fimreg	Tier 5	Tier 5	—	Further Upstream	—
<p>OBJECTIVES: In searching for the source of the poisoned waters, you found a strange bony hook and showed it to Fimreg. Objective #1: Fimreg revealed the source of the poison to be a many-armed creature she called Helchgam. Helchgam lurks in the waters of Carn Dûm, beyond the gates to the west of Himbar. Objective #2: You travelled far into Carn Dûm and slew the dread beast known as Helchgam. Fimreg is in Gath Forthnir to the far-east of Himbar.</p>								
	Help from the South	50	Areneth	Tier 4	Tier 4	—	A Tenuous Thread	The Keeper Garthamendir
<p>OBJECTIVES: The Angmarim were routed, enabling reinforcements to head north to Gath Forthnir. Objective #1: Areneth asked you to escort the Esteldin scout to the Ranger-encampment at Gath Forthnir. The scout from Esteldin waits in the valley to the south. Objective #2: The Esteldin scout survived the journey north and will be able to lead his companions to the hidden camp. Return to Areneth in Gath Forthnir.</p>								
	Herbal Essence	43	Cána	Tier 3	Tier 3	Refined Essence of Athelas, Refined Celebrant Salve	The Final Challenge	—
<p>OBJECTIVES: The Hillmen of Angmar make the most of their desolate land, gathering herbs from the rugged hills and withered vales. These herbs are used to purify water, treat wounds, and add savour to food. Now that the other clans are hostile to them, the Hillmen of Aughaire are having great difficulty in collecting the herbs they need to survive in their harsh realm. Objective #1: Silverbell can be found in the shadows of ancient ruins in the hills around Fail-á-Khro. Red lovage can be found near the edges of cultivated fields south of Donnvaíl. Cana, the healer of Aughaire, has asked you to gather some rare herbs needed by her clan. Spiky Mugwort can be found at the edges of stagnant pools west of Fail-á-Khro. Objective #2: You must return to her with the herbs you have collected. Cana, the healer of Aughaire, has asked you to gather some rare herbs needed by her clan.</p>								

Quests: Angmar



ANGMAR

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Hidden Gems	47	Bothwar	Tier 3	Tier 3	—	Prospector of Angmar	—
OBJECTIVES: The dwarf miner Bothwar has confided to you the location of a hidden hoard of gems he once mined before the revival of Angmar. Objective #1: The dwarf-miner Bothwar has asked you to retrieve a hoard of gems for him. The hidden hoard of gems is at the end of a gorge, in the southernmost part of Maethlad, in a place frequented by cave-claws. Bothwar is at Gabilshathûr, far to the west of Maethad.								
	Hidden Hoard	44	Machar	Tier 4	Tier 4	Bow of Malenhad, Nimble-fingers, Machar's Vengeance	Buried Treasure	—
OBJECTIVES: Machar and his brothers Torquil and Eilig are seeking vengeance against Orc-raiders who slew their kin. Objective #1: Machar has asked you to collect gold from the cave of the Orcs who slew his kindred. The Tarkrip are just north of Tór Gailvin—seek out the cave they call Burzum Pushdug.								
	Into the Arena	47	Hwati	Tier 4	Tier 4	—	Chapter 6: Challenging the Stone	Champions of the Arena
OBJECTIVES: To the north-east of Gabilshathûr is a place infested with trolls and their Gorthorog masters, which the dwarves call the Arena. Objective #1: Hwati has asked you to find the arena called Maethad and defeat the Gorthorog Felwarden that guards the entrance. Maethad is north and east of Gabilshathûr. Objective #2: Having slain the trolls and the Gorthorog-gatekeeper, you should return to Hwati to tell him how the fighting went. Hwati is back at Gabilshathûr.								
	Lifting the Yoke	50	Osbaïl	Tier 4	Tier 4	—	Chapter 6: Challenging the Stone	The Strongest Back
OBJECTIVES: Carn Dûm is the evil heart of Angmar, a terrible city protected by gates and hordes of Orc-warriors. Objective #1: Osbaïl's husband Ersцин and his fellow warriors were captured by Orcs and taken to Carn Dûm. The woman has asked you to enter Carn Dûm and rescue Ersцин. Carn Dûm lies far to the west of Gath Forthnir. Objective #2: The slaves of Carn Dûm were set free and may now return to their homes, but you were unable to find Osbaïl's husband, Ersцин. You should return to Osbaïl with the news. Osbaïl is at Gath Forthnir, far to the east of Carn Dûm.								
	Lord of the Gertheryg	50	Táni	Tier 5	Tier 5	—	Moving Mountains	—
OBJECTIVES: You fought the trolls of Urugarth but the leader of the Gertheryg remains a threat. Objective #1: Táni was impressed by your efforts to purge the trolls and sent you on another mission: to kill the leader of the Gertheryg. Carn Dûm lies far to the west of Gath Forthnir. Objective #2: You defeated the Lord of the Gertheryg in battle. Táni is at Gath Forthnir, far to the east of Carn Dûm.								
	Master of the Arena	48	Hwati	Tier 4	Tier 4	—	Champions of the Arena	The Northern Cousin
OBJECTIVES: You have learned that the mightiest Gorthorog of Maethad, Khurrák, the Master of the Arena himself, remains alive. Objective #1: Hwati has asked you and your comrades to return to Maethad to defeat the Master of the Arena himself. Hwati suggested you look for the central tower and defeat any bodyguards who are present to draw out Khurrák himself. Maethad is north and east of Gabilshathûr. Khurrák, the Master of the Arena, may be found in the central tower. Objective #2: Having defeated the Master of the Arena, you should return to Hwati to tell him the tale of your deeds. Hwati is back at Gabilshathûr.								
	Men of the Hills	42	Pirkka	Tier 1	Tier 1	—	Strength of Stone	—
OBJECTIVES: Pirkka of the Suuri-lehmä, told you of a clan of Hillmen in Angmar who are friendly to them and should be made aware that the main body of the Orc-host has passed south into the North Downs. Objective #1: Pirkka has asked you to take the news of the passage of the Orc-army to Crannog, chief of the Hillmen of Aughaire. Aughaire is west of the northern pass of Ram Dúath, a valley concealed and surrounded by hills. There is also said to be a secret trail that goes there directly from the Earth-kin village.								
	Mistress of Shadows	43	Earth-kin Scout	Tier 3	Tier 3	Estelphadanir, Fall of the Mistress, Tuokki's Shoulder Guards	Wings of Darkness and Death	—
OBJECTIVES: You have assisted the Earthkin scout, but the morroval-threat remains, endangering the Earth-kin and all else who dwell in the hills of Angmar. Objective #1: The Earth-kin scout has asked you to seek out and destroy the leader of the Merrevail for the safety of his people. He also suggested you take friends. The Mistress of Shadows dwells in a cave on the east side of Ram Dúath, where the other merrevail can also be found. Objective #2: With the Mistress of Shadows slain, you should return to the Earthkin Scout. The Earthkin Scout is in the Duvairë on the west side of Ram Dúath.								
	Moving Mountains	50	Táni	Tier 5	Tier 5	—	The Northern Cousin	Lord of the Gertheryg
OBJECTIVES: You journeyed north to Gath Forthnir, a camp of Golodir's Rangers, after assisting Hwati with his problems. Objective #1: Táni asked you to seek out the trolls and their leader and slay them all. Urugarth lies west of Gath Forthnir, across Himbar and beyond the Gate of Shadows that lies atop Rhunendiad. Objective #2: With the trolls and their leader slain, it is time to return to Táni. Táni waits for news of the trolls' demise east of Urugarth, in Gath Forthnir.								

The Lord of the Rings Online

SHADOWS OF ANGMAR™

ANGMAR								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	My Heart's Hope	50	Osbaïl	Tier 2	Tier 2	—	The Tarnished Bracelet, End the Nightmare	End the Nightmare
<p>OBJECTIVES: The bracelet you found belonged to a girl of the Hillmen called Dírdrë. Her mother wonders if she could still be alive. Objective #1: Osbaïl's daughter was taken from her many years ago. It could be that Dírdrë still lives. Dírdrë might be found in Nan Gurth, west of Gath Forthnir.</p>								
	Onward to Gath Forthnir	49	Commander Gisur	Tier 3	Tier 3	—	Scaled Menace	—
<p>OBJECTIVES: The Captain of the Guard is impressed with your performance and believes he knows of someone who can use your aid. Objective #1: The Captain of the Guard at Gath Forthnir told you that Golodir's army was not completely destroyed and has established a camp at Gath Forthnir. He suggested you journey to Gath Forthnir and offer your services to the Rangers. Gath Forthnir is far to the north of Gabilshathûr.</p>								
	Oppression's Yoke	43	Crannog	Tier 2	—	—	The Final Challenge	The Light of Hope
<p>OBJECTIVES: The Hillmen of Donnvail have been forced into service to the Angmarim. Crannog hopes to rouse these folk to rebel against their evil masters. Objective #1: Crannog has sent you to the hostile town of Donnvail to talk to Branan in hopes that he may be convinced to lead a rebellion of his people against the Angmarim masters of the town. Branan is in Donnvail, far to the north and a little east of Aughaire.</p>								
	Orcs in the Ram Dúath	40	Chief Tuokki	Tier 3	Tier 3	—	—	The Far Reaching Hand
<p>OBJECTIVES: Orcs marching through Ram Dúath have unsettled the Earth-kin dwelling there and have cut off any hope of safe return for the Earth-kin hunters sojourning in the North Downs. Objective #1: The Tuokki, the Earth-kin elder leading the Suuri-lehmä tribe while their chieftain is away south in the North Downs, has asked you to help drive the Blogmal Orcs from Ram Dúath. There are Blogmal Orcs in the south-east part of the Ram Dúath. Objective #2: You should return to Chief Tuokki and tell him of your victory against the Orcs of the Blogmal tribe. Chief Tuokki is at the Suuri-lehmä camp in Ram Dúath.</p>								
	Pease-pudding	43	Aïlsa	Tier 3	Tier 3	Pease-Picking Gloves, Pease-Picking Gauntlets	The Final Challenge	—
<p>OBJECTIVES: Pease-pudding is a favoured meal amongst the Hillmen of Angmar. But the peas used in this dish are grown in the fields of Donnvail, which has cut off trade with Aughaire. Objective #1: Aïlsa has asked you to gather enough peas to make a traditional meal to raise the spirits of her people. Peas can be found in the fields around Donnvail to the north-east. Objective #2: You have collected the peas that Aïlsa requires. You should return to her at once. Aïlsa is at Aughaire, south of the hills.</p>								
	Prospector of Angmar	47	Bothwar	Tier 3	Tier 3	—	Gem-hunter	Hidden Gems
<p>OBJECTIVES: Bothwar the dwarf-miner is seeking news of any gem-bearing rock. Objective #1: The dwarf-miner Bothwar has given you a pick-axe and sent you off looking for gem-bearing rock. He gave you little guidance, but told you that any rocky outcropping in the region south and west of Maethad might be suitable. The whole area south and west of the Maethad is suitable for prospecting. Cave-claws tend to gather around gem-bearing rocks. Objective #2: Having found some gem-bearing rock, you should bring your sample back to Bothwar. Bothwar is back at Gabilshathûr.</p>								
	Queen of the Host	50	Thoriel	Tier 5	Tier 5	—	The Winged Host	—
<p>OBJECTIVES: Though you defeated the merrevail and the bats that plagued the Rangers of Gath Forthnir, Thoriel spoke of an even greater threat, the queen of the merrevail...a creature called Azgoth. Objective #1: Thoriel told you of the morroval-queen, a creature called Azgoth, that must be slain. Azgoth dwells within Carn Dûm, the fortress of Angmar that lies to the west. Objective #2: You braved the city of Carn Dûm and defeated Azgoth. The Ranger Thoriel will want to hear of your feat. Thoriel is at Gath Forthnir, far to the east of Carn Dûm.</p>								
	Quenching the Flames	50	Gormal	Tier 5	Tier 5	—	Chapter 6: Challenging the Stone	—
<p>OBJECTIVES: The drake-queen rules the wilds of Urugarth, spawning broods of drakelings that ravage the countryside. Objective #1: Gorma advised you to focus your attacks on the drake-queen's young. Attacking the drakelings should enrage the drake-queen into making an appearance. Travel to the west into Urugarth and kill the drake-queen. Objective #2: You defeated the drake-queen. Now you should return to Gorma and tell him of your accomplishment. Gath Forthnir lies to the east.</p>								
	Rampage	48	Commander Gisur	Tier 3	Tier 3	—	Engineering Destruction	—
<p>OBJECTIVES: Repairs have begun on the outpost of Gabilshathûr, and the siege-engines of the Orcs have been laid waste, but there is more yet to accomplish. Objective #1: The Captain of the Guard at Gabilshathûr asked you to help throw the Orcs into confusion by capturing a dread turtle egg and taking it to the Orc-camp. He suggested you take friends. The dread turtle nesting grounds are on the western shore of the lake. The Orc-camp lies to the east of the nesting grounds, northeast of Gabilshathûr. Objective #2: You took the turtle-egg to the Orc-camp as the Captain of the Guard at Gabilshathûr requested. Now you should return to the dwarf-outpost with news of your success. The Captain of the Guard is at Gabilshathûr, southwest of the Orc-camp.</p>								

Quests: Angmar



ANGMAR

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Scaled Menace	49	Commander Gisur	Tier 3	Tier 3	—	Counting the Clutch	Onward to Gath Forthnir
<p>OBJECTIVES: Drakes are breeding rampantly in eastern Angmar, creating a dire threat to the Dwarves of Gabilshathûr. Objective #1: The Captain of the Guard at Gabilshathûr has asked you to slay as many drakes as you can before they become too strong. Drakes can be found far to the east of Gabilshathûr. Objective #2: You have slain many drakes and should return to the Captain of the Guard with news of your success. The Captain of the Guard is at Gabilshathûr, far to the west of the drake nests.</p>								
	Second Death	48	Braigiar	Tier 3	Tier 3	—	The Tincture	The Cauldron of Death
<p>OBJECTIVES: The Ranger Braigiar has given you a tincture of nightshade which he hopes will purify the evil from the monuments in Imlad Balchorth. Objective #1: Braigiar has asked you to bring the tincture to the monuments in Imlad Balchorth to see what effect the preparation has on the wights in the area. He has asked you to visit first the north monument. The monuments are in Imlad Balchorth around the large lake. Objective #2: Braigiar has asked you to bring the tincture to the monuments in Imlad Balchorth to see what effect the preparation has on the wights in the area. He has asked you to visit the west monument second. The monuments are in Imlad Balchorth around the large lake. Objective #3: Braigiar has asked you to bring the tincture to the monuments in Imlad Balchorth to see what effect the preparation has on the wights in the area. He has asked you to visit the south monument last. The monuments are in Imlad Balchorth around the large lake. Objective #4: You dispersed some fell spirits and slew the wight who came to defend the obelisk, but there was little other result. The wight boasted of something he called the Cauldron of Death. Braigiar might know of these words. Braigiar is back at the dwarf-outpost of Gabilshathûr.</p>								
	Silken Strands	41	Aarnikka	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: The Earth-kin, rugged, practical, and earthy as they are, make extensive use of silk, which they obtain almost exclusively from spiders. Objective #1: Aarnikka has asked you to collect silk from the spiders of the Ram Dúath. There are spiders throughout Ram Dúath.</p>								
	Skinning the Beasts	49	Thorth	Tier 5	Tier 5	—	The Enemy's Arms	—
<p>OBJECTIVES: You obtained some weapons from the Enemy at Urugarth, which Throst the dwarf plans to re-forged for the Rangers' use. Objective #1: Thorth requires Warg hides to craft new armour for the resistance. You should take several hides, as well as the hide of the Warg-leader, and return them to Thorth back at Gath Forthnir in eastern Angmar. Urugarth is beyond the gates of Carn Dûm to the west.</p>								
	Spirits of Morgoth	48	Banfuir	Tier 3	Tier 3	—	Chapter 6: Challenging the Stone	Deluches
<p>OBJECTIVES: Imlad Balchorth is the dwelling place of a host of fell spirits, servants of Morgoth from an earlier Age, now in service to Angmar. Objective #1: Banfuir has asked you to confront the fell spirits of Morgoth to learn if there might be a way to banish them from Arda. There are fell spirits in Imlad Balchorth, to the north of Gabilshathûr. Banfuir is back in Gabilshathûr.</p>								
	Stealing Stores	44	Cuinthorn	Tier 3	Tier 3	—	The Final Challenge	—
<p>OBJECTIVES: The constant harrassment of the hunters of Aughaire has resulted in a food shortage. There is plenty of food in the town of Donnvail, however. Objective #1: Chief Crannog has suggested that if you were to raid the Angmarim town of Donnvail for their surplus food stores, he would be willing to pay you well for them. There are food stores throughout the town of Donnvail, far to the north of Aughaire. Chief Crannog is in Aughaire, south of Donnvail.</p>								
	Stolen Skulls	42	Santtu	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Aurochs skulls apparently have some significant meaning to the Earth-kin of the Suuri-lehmä, and many have been stolen from them. Objective #1: Santtu has asked you to recover the stolen aurochs skulls. The aurochs skulls are probably in the camp of the Orcs and Angmarim in the eastern part of Ram Dúath. Tuokki also mentioned some strange "bat-women who kill" who might have them.</p>								
	Strange Beasts	43	Tasgall	Tier 3	Tier 3	Tarechor, Cuinthorn Cape, Targe of Aughaire	—	The Great Beast
<p>OBJECTIVES: Strange bestial creatures have invaded the foothills north of Aughaire. It seems to the Hillmen of Aughaire that these beasts are servants or pets of the evil drakes of the region. Objective #1: Tasgall has asked you to slay the hill-beasts who have become a danger in the area. There are hill-beasts in the highlands north of Aughaire. Objective #2: Having slain many hill-beasts, you should return to Tasgall for your reward.</p>								



ANGMAR								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Strength of Stone	42	Chief Tuokki	Tier 3	Tier 3	Spoke Stompers, Spoke Slasher, Spoke Shooter	The Far Reaching Hand	—
<p>OBJECTIVES: The Earth-kin have been destroying the siege-engines of the Angmarim as they wheel them through Ram Dúath, but now they are too strongly guarded for the Earth-kin to reach. Objective #1: Tuokki has asked you to help destroy the Angmarim siege-engines and catapults he calls war-carts. The war-carts—siege engines and catapults—of the Angmarim are in the eastern part of Ram Dúath. Objective #2: You should return to Tuokki with word of your success. Chief Tuokki is at the Suuri-lehmä camp in Ram Dúath.</p>								
	Swamp-dweller	44	Othran	Tier 4	Tier 4	Othran's Hood, Methronn, The Judge's Axe	Half-shell	—
<p>OBJECTIVES: The brimstone swamp of Malenhad is also home to a terrible breed of beast, which the Hillmen call the "Ancient Ironscale". Objective #1: Othran has challenged you and your fellows to slay the dreaded Ancient Ironscale, lord of the fell turtles of Malenhad. The rare Ancient Ironscale can sometimes be found amongst its lesser brethren in Malenhad. Objective #2: You should return to Othran to tell him the tale of your victory against the dreaded Ancient Ironscale. Othran is at his camp in the western part of Malenhad.</p>								
	The Beast	45	Una	Tier 4	Tier 4	—	The Light of Hope	—
<p>OBJECTIVES: Una has told you the people of Donnvail live in terror of the Beast, a creature as strong as a troll, but with the wits of a Man, unafraid of sunlight. Objective #1: Una has told you that the Beast, a terrible troll-like creature, must be slain before the people of Donnvail will think of throwing off their chains of servitude. She has told you that if his guards are slain, the Beast will surely emerge from his dwelling to confront you. She has warned you to take allies with you in this fight. The Beast lives in Donnvail, in a house on the north side of town guarded by Angmarim Crossbowmen. Objective #2: With the Beast dead, you should return to Aughaire to tell Crannog the good tidings. Crannog is back at Aughaire.</p>								
	The Blood-bond	44	Lornë	Tier 3	Tier 3	—	The Blood-price	Blood-pact
<p>OBJECTIVES: Lornë only knows the Silk Lady as a name of fear, but may know someone else who can impart greater knowledge. Objective #1: Lornë has asked you to seek out her cousin Cormag and ask him what he knows of the Silk Lady. Cormag is in the Angmarim-controlled town of Donnvail in the north-eastern hills of Angmar, far to the north of Aughaire. Objective #2: It seems that the Silk Lady resides at an Angmarim outpost on the north side of Malenhad that guards the way into eastern Angmar. You should return to Lornë and let her know what you have learned. Lornë is at the hunters' camp in Malenhad, far to the south of Donnvail.</p>								
	The Blood-price	44	Lornë	Tier 3	Tier 3	—	—	The Blood-bond
<p>OBJECTIVES: Lornë told you that she joined the hunting party to find her missing sister, Muirnë, only she fears that the worst has befallen her. Objective #1: Lornë has asked you to look for some sign of her sister and if necessary to confront the outpost's commander for news of Muirnë. The Angmarim camp is in the south-west corner of Malenhad, on the way to Ram Dúath. Objective #2: Muirnë was not in the Angmarim outpost, but the Angmarim commander mentioned a Silk Lady who may know more. You should return to Lornë and tell her what you have learned. Lornë is at the hunters' camp in Malenhad.</p>								
	The Bloodstone Trove	44	Lakhina	Tier 4	Tier 4	—	Bloodstones	—
<p>OBJECTIVES: You have recovered a number of bloodstones for Lakhina, proving your ability to deal with the drakes. Encouraged by your prowess, she has told you also of a trove of bloodstones hidden away in the fort of Tór Gailvin. Objective #1: Lakhina has asked you to recover the trove of bloodstones that was stolen by the hill-men loyal to Angmar. The bloodstone trove is in the fort of Tór Gailvin north-east of Aughaire. Objective #2: You must return to her with the stolen trove. Lakhina has asked you to recover the trove of bloodstones that was stolen by the hill-men loyal to Angmar.</p>								
	The Brimstone Swamp	43	Taraghlán	Tier 2	Tier 2	—	The Final Challenge	—
<p>OBJECTIVES: Taraghlán told you of a hunting camp of his people in the south-western parts of Malenhad. Objective #1: Taraghlán has asked you to bring the supplies to Othran at the hunting camp in Malenhad. Othran is at the hunting-camp in the south-west corner of Malenhad.</p>								
	The Cairn of Honour	44	Arzhur	Tier 3	Tier 3	Froth-leggar, Aethann	The First Challenge	The Second Challenge
<p>OBJECTIVES: Another challenge was sent to Arzhur's clan. Before the challenge can be accepted, another token of honour must be brought forth. Objective #1: Arzhur has asked you to obtain a stone from the Cairn of Honour. You must not spill any blood of the Hillmen who patrol the area. The Cairn of Honour is in the center of Fasach-Falroid to the north of Aughaire. It is atop a high hill west of the north road, and at night the path to it is lit by torches. Objective #2: You should bring the stone you recovered to Aidan and prepare for the next challenge. Aidan is at Fail-á-Khro, north-east of Aughaire, a place where we resolve matters of honour.</p>								

Quests: Angmar



ANGMAR

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Cauldron of Death	48	Braigiar	Tier 4	Tier 4	—	Second Death	The Master of Imlad Balchorth
OBJECTIVES: Braigiar believes the Cauldron of Death is located on an island in the central lake of Imlad Balchorth. Objective #1: Braigiar has asked you to fight your way to the Cauldron of Death and destroy its guardian. He suggested you gather allies. The Cauldron of Death and its guardian are on the island in the central lake of Imlad Balchorth. Objective #2: With the Iron-bound Giant destroyed, the Cauldron of Death ceased spewing forth wights, at least for now. You should return and report your success to Braigiar. Braigiar is back at Gabilshathûr.								
	The Champion of Minas Agar	50	Lindir	Tier 3	Tier 3	—	Black Challenge	—
OBJECTIVES: Lindir translated the text you found from the Black Speech into Westron. Objective #1: You must travel to Barad Gularan and issue a challenge to the Angmarim within Minas Agar. Minas Agar stands on the western side of Barad Gularan, south of Gath Forthnir. Objective #2: You travelled to the Minas Agar and called out its champion. After a difficult battle, you defeated her. You should bring news of your victory to Lindir. Lindir is in the Fire Hall in Rivendell in the Trollshaws, far to the south.								
	The Champion of Minas Angos	50	Lindir	Tier 3	Tier 3	—	Black Imprecations	—
OBJECTIVES: Lindir translated the text you found from the Black Speech into Westron. Objective #1: You must travel to Barad Gularan and issue a challenge to the evil dwarves within Minas Angos. Minas Angos stands on the western side of Barad Gularan, south of Gath Forthnir. Objective #2: You travelled to Minas Angos and called out its dwarven champion. After a difficult battle, you defeated him. You should return to Lindir with the news of your victory. Lindir is in the Fire Hall in Rivendell in the Trollshaws, far to the south.								
	The Champion of Minas Caul	50	Lindir	Tier 3	Tier 3	—	Black Incantations	—
OBJECTIVES: Lindir translated the text you found from the Black Speech into Westron. Objective #1: You must travel to Barad Gularan and issue a challenge to the Orcs within Minas Caul. Minas Caul stands on the western side of Barad Gularan, south of Gath Forthnir. Objective #2: You travelled to the Minas Caul and called out its champion. After a difficult battle, you defeated him. You should return to Lindir with news of your victory. Lindir is in the Fire Hall in Rivendell in the Trollshaws, far to the south.								
	The Champion of Minas Maur	50	Lindir	Tier 3	Tier 3	—	Black Lore	—
OBJECTIVES: Lindir translated the text you found from the Black Speech into Westron. Objective #1: You must travel to Barad Gularan and issue a challenge to the goblins within Minas Maur. Minas Maur stands on the western side of Barad Gularan, south of Gath Forthnir. Objective #2: You travelled to Minas Maur and called out its champion. After a difficult battle, you defeated the creature. You should return to Lindir with the news of your victory. Lindir is in the Fire Hall in Rivendell in the Trollshaws, far to the south.								
	The Drake's Egg	43	Arzhur	Tier 3	Tier 3	—	The Free Folk	The First Challenge
OBJECTIVES: A challenge has been set before Arzhur's clan, but a token of honour is required before the folk of Aughaire can fulfil their lawful obligations to the other clans of Angmar. Objective #1: Lore-singer Arzhur has asked you to obtain a drake egg. The egg is needed as a token for the men of Aughaire to present to the other hill-clans. He has warned you to avoid the drakes themselves in seeking an egg. The drake-lair is Nád Nathair, north of Aughaire. Nád Nathair can be recognized not only by the drakes but by the many hill-beasts in the area.								
	The Enemy's Arms	49	Throst	Tier 3	Tier 3	—	Chapter 6: Challenging the Stone	Skinning the Beasts
OBJECTIVES: The resistance at Gath Forthnir needs equipment if they are to make a stand against Carn Dûm. If someone were to journey to Urugarth, it may be possible to acquire supplies from the Enemy and put those weapons to better use. Objective #1: Throst hatched a clever plan to steal supplies from the Enemy and use them to equip the resistance. Urugarth is in Carn Dûm to the west. Objective #2: You ransacked the supply-crates of the Enemy, collecting a fair amount of weapons. Now you should return with them to Throst. Throst waits for the supplies back at Gath Forthnir to the east.								
	The Far Reaching Hand	41	Chief Tuokki	Tier 3	Tier 3	—	Orcs in the Ram Dúath	Strength of Stone
OBJECTIVES: Chief Tuokki is worried that the Angmarim who command the Orcs will send them to fight the Earth-kin. Objective #1: Chief Tuokki, hoping to discourage the Orcs and the Angmarim, has asked you to defeat the Commander of the Angmarim in Ram Dúath. The outpost of the Angmarim is in the south-east part of Ram Dúath. Objective #2: Now that you've defeated the Iron-crown Commander, return to the Earth-kin Chief and tell him of your deed. Chief Tuokki is at the Suuri-lehmä camp in Ram Dúath.								










ANGMAR								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Final Challenge	44	Arzhur	Tier 4	Tier 4	Curugarab, Arzhur's Helmet, Rochbenhar, Fall of Walraig	The Second Challenge	—
OBJECTIVES: Enraged by their defeats at Fail-á-Khro, Chief Walraig of the hostile Hillmen has declared a feud against the men of Aughaire. Objective #1: Lore-singer Arzhur has asked you to raid the Hillman fort to the north-east. If you can defeat Chief Walraig, you may be able to forestall a war between the clans. Chief Walraig is with his kin in Tór Gailvin, a camp north-east of Aughaire. Objective #2: You should return to Arzhur with news of your victory over Chief Walraig. Arzhur is in Aughaire, south-west of Chief Walraig's camp.								
	The First Challenge	43	Arzhur	Tier 2	Tier 2	—	The Drake's Egg	The Cairn of Honour
OBJECTIVES: Lore-singer Arzhur is satisfied that the drake egg you brought to him will suffice as the token of honour required to meet the rival clan's challenge. Objective #1: Lore-singer Arzhur has asked you to take the drake's egg to Aidan and then to fight by his side against the challengers from the clans loyal to Angmar. Aidan is waiting at Fail-á-Khro to the north-east of Aughaire. Objective #2: Fight alongside Aidan against the challengers from a hostile clan loyal to Angmar. Aidan is at Fail-á-Khro north-east of Aughaire. Objective #3: You should return to Arzhur and report of your victory against the first challenge. Arzhur is at Aughaire, south-west of Fail-á-Khro.								
	The Free Folk	42	Crannog	Tier 1	Tier 1	—	—	The Drake's Egg
OBJECTIVES: Chief Crannog has sent you to Lore-singer Arzhur to learn something of the Free Folk of Angmar. Objective #1: Chief Crannog has sent you to speak to the Lore-singer Arzhur to hear about the history of his clan. Arzhur is in Aughaire, northeast of Chief Crannog.								
	The Gate-keeper	45	Soltakh	Tier 4	Tier 4	—	False Orders	—
OBJECTIVES: Soltakh has learned that a commander of the Angmarim plans to order an attack on Aughaire. This man, the Lord of the Western Marches, commands the fort that guards the western pass into Carn Dûm. Objective #1: Soltakh has asked you to raid the Angmarim and to slay the Lord of the Western Marches before he can assemble a force to attack Aughaire. The Lord of the Western Marches rules the Angmarim fortress north of Aughaire. Objective #2: Now that the Lord of the Western Marches has been defeated, you should return to Soltakh to let him know the good news. Soltakh is back at Aughaire.								
	The Goblins' Treasure	43	Aslak	Tier 3	Tier 3	—	—	—
OBJECTIVES: Aslak of the Suuri-lehmä, told you that the goblins have collected hoards of gems in the fort they share with the Angmarim on the north-eastern pass of Ram Dúath. Objective #1: Aslak has told you where the goblins keep a hoard of stolen gems and offered to split the loot with you if you can find the chests and steal them back again. The goblins keep their treasure in the fort at the north-east pass of Ram Dúath.								
	The Great Beast	43	Tasgall	Tier 4	Tier 4	Winter Cloak, Ferollos, Taraghlán's Greatsword, Emerthdail	Strange Beasts	—
OBJECTIVES: The strange hill-beasts have become a serious problem of late. It seems that they are ruled by a secretive matriarch who serves the drakes. If she can be defeated, perhaps the threat of the hill-beasts will fade. Objective #1: Hunt crawlers for their flesh and bring it back to Tasgall to be roasted. Crawlers can be found in the general area not far north of Aughaire. Objective #2: Tasgall has roasted the crawlers you brought him. You can return to him to learn the next step in his plan to defeat the Beast-mother. Objective #3: Tasgall has given you some roasted crawler-flesh, which you should bring to a certain rock in the lairs of the hill-beasts. The rock in the hill-beast lair is at the entrance to the valley, not far north of Aughaire. Objective #4: Having successfully defeated the Beast-mother, you should return to Tasgall's camp and speak with him. Objective #5: You have defeated the vengeful Beast-lord and saved Tasgall's life. Speak with him.								
	The Highwayman	48	Braigiar	Tier 3	Tier 3	—	Chapter 6: Challenging the Stone	The Keeper of Books
OBJECTIVES: Angmarim patrols regularly carry orders and payroll through Imlad Balchorth. Objective #1: Braigiar has asked you to waylay Angmarim patrols and recover any orders or money-boxes they may be carrying. Angmarim patrols can be found on the roads in Imlad Balchorth, north of Gabilshathûr.								
	The Keeper Garthamendir	50	Areneth	Tier 4	Tier 4	—	Help from the South	—
OBJECTIVES: Your journey with the Esteldin scout was not without peril, a sure sign that the Angmarim fear something far more terrible than death. Objective #1: Areneth warned you of the Cargûl and its terrible wrath. But killing the fell creature is the only way to break the Angmarim forces. Garthamendir guards the gates of Carn Dûm to the west. Objective #2: Garthamendir was destroyed and his forces shattered. You should return to Areneth with the news. Areneth is at the eastern Ranger camp of Gath Forthnir.								

Quests: Angmar



ANGMAR

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Keeper of Books	48	Braigiar	Tier 4	Tier 4	—	The Highwayman	—
<p>OBJECTIVES: Braigiar was pleased with the disruption you caused among the ranks of the Angmarim already, but feels it was not quite enough. Objective #1: Braigiar has asked you to raid the camp of an Angmarim called the Keeper of Books. He also warned you to gather allies. The Keeper of Books has his camp in a ruin in some high hills west of the large lake in Imlad Balchorth. He may have the translation key on his person. Objective #2: Having defeated the Keeper of Books and retrieved the translation key, you should return to Braigiar. Braigiar is back at Gabilshathûr.</p>								
	The Light of Hope	44	Branan	Tier 3	Tier 3	—	Oppression's Yoke	The Beast
<p>OBJECTIVES: Crannog sent you to Donnvail in hopes of rousing the folk of the town to rebel against the Angmarim oppressors. Bran seemed too fearful of someone he called the Beast to be very helpful, but he has given you a list of other names of Donnvail folk who may be able to help. Objective #1: Branan told you four names, Hillmen of Donnvail who may be willing to rise against their Angmarim masters. He told you to look for Garvan, Morven, and Uthagan, and if they were of no avail, to look for Una, somewhere in Donnvail. Garvan is in the hostile town of Donnvail. Objective #2: Like Branan, Garvan has demurred from fear of retribution. You should now go deeper into Donnvail to seek out Morven. Morven is in the hostile town of Donnvail. Objective #3: Now that Morven has refused to help you, you should continue into Donnvail in search of Uthagan. Uthagan is in the hostile town of Donnvail. Objective #4: None of the first three Hillmen named by Branan were of any avail to you, and indeed Uthagan sought to have you captured or slain. Of the names given to you by the fearful Branan, only Una remains. Una is in Donnvail, far to the north of Aughaire.</p>								
	The Lost Dwarves	46	Avar	Tier 1	Tier 1	—	Chapter 6: Challenging the Stone	Breathing-space
<p>OBJECTIVES: Gabilshathûr...a dwarf-outpost in the midst of Angmar. How this came to be is still a mystery. Objective #1: The dwarf-leader Avar had no time to tell you of his people, and so you have been sent to the merchant Kol to learn more. The dwarf-merchant Kol is in the outpost of Gabilshathûr.</p>								
	The Master of Imlad Balchorth (Raid)	49	Braigiar	Tier 5	Tier 5	—	The Cauldron of Death	—
<p>OBJECTIVES: Braigiar now believes that the sorcerer Ferndûr concerns himself with the fell spirits that inhabit the area not far from the Cauldron of Death. Objective #1: In order to provoke the appearance of the dark sorcerer Ferndûr, destroy the fell-spirits of Ferndûr. There are fell spirits in a ruined area not far from the Cauldron of Death in the central island of Imlad Balchorth. Objective #2: Ferndûr must be destroyed to disperse the evil threat in this cursed land. There are fell spirits in a ruined area not far from the Cauldron of Death in the central island of Imlad Balchorth. Objective #3: With Ferndûr slain, you should return to Braigiar to tell him the tale of your deeds. Braigiar is back at Gabilshathûr.</p>								
	The Matron's Brood	50	Húriel	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: The drake-queen rules the wilds of Urugarth, spawning broods of drakelings that ravage the countryside. Objective #1: Húriel advised you to destroy the eggs of the drake-queen. The drake-queen and her brood of eggs lies in Urugarth to the west. Objective #2: The eggs were destroyed, ensuring that nothing would take the drake-queen's place in Urugarth. Return to Húriel in Gath Forthnîr to the east.</p>								
	The Northern Cousin	48	Hwati	Tier 2	Tier 2	—	Master of the Arena	Moving Mountains
<p>OBJECTIVES: Hwati's cousins to the north in Gath Forthnîr have their own problems with trolls and Gothrog. Objective #1: Hwati spoke to you of a cousin living in a Ranger camp to the north. This cousin needed help with a troll problem. Travel to Gath Forthnîr in the north-east of Angmar and speak to Hwati's cousin, Táni.</p>								
	The Old One	44	Bethad	Tier 4	Tier 4	Ulkrank Ward, Ulkrank Guard, Fonn's Silver Earring	Ancient Lair	—
<p>OBJECTIVES: The scout Bethad has found that the worm-cave is the home to a venerated elder Gorthorog called Ulkrank. Objective #1: Bethad has asked you to explore the worm-cave, slaying all the worms you find, and finally, Ulkrank himself. Ulkrank, the ancient Gorthorog, can be found somewhere in the depths of the worm-cave. Objective #2: Having defeated Ulkrank, Bethad asked you to tell his friend Fonn of your deeds. Fonn is back at Tyrn Lhuig.</p>								
	The Orc-raid	46	Commander Gisur	Tier 3	Tier 3	—	Breathing-space	—
<p>OBJECTIVES: Gabilshathûr is in danger...the Orcs have finally discovered the hidden dwarf-stronghold.. Objective #1: Gisur has requested that you help him and his guards defend the outpost. Orcs are attacking Gabilshathûr. Objective #2: You helped stave off the Orc-attack. You should speak with Gisur now that the danger is over. Gisur is still defending Gabilshathûr.</p>								

ANGMAR								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Scent of Mithril	48	Bothwar	Tier 3	Tier 3	—	The Orc-raid	—
OBJECTIVES: The dwarf Arngrim has vanished, after telling some of the other miners that he was sure he knew the location of a mithril vein in the hills of Imlad Balchorth. Objective #1: Bothwar, the chief miner of Gabilshathûr, has asked you to speak to other miners there to discover the whereabouts of Arngrim, a miner who claimed he was going to find mithril in the hills of Imlad Balchorth. Objective #2: The miners of Gabilshathûr have been avoiding Arngrim for the most part, but at least one has heard that Arngrim thought there was mithril on a particular hill in the evil land of Imlad Balchorth. Arngrim may have headed out to a ridge in south-east Imlad Balchorth to look for mithril. Objective #3: Arngrim has been defeated, but a fell spirit has shown itself. It seems this evil creature was the source of Arngrim's madness. Objective #4: Arngrim is dead, and the fell spirit who drove him to madness has been banished. You should return to Gabilshathûr and tell the sad story to Bothwar. Bothwar is back at Gabilshathûr.								
	The Second Challenge	44	Aidan	Tier 3	Tier 3	—	The Cairn of Honour	The Final Challenge
OBJECTIVES: The second token of honour, the stone from the Cairn of Honour, was more difficult to obtain, as it required entering hostile territory without engaging in battle. Objective #1: Fight alongside Aidan against the challengers from a hostile clan loyal to Angmar. Aidan is at Fail-á-Khro, north-east of Aughaire. Objective #2: You should return to Arzhur with news of your victory against the second challenge. Arzhur is at Aughaire, south-west of Fail-á-Khro.								
	The Secret of the Swords	47	Banfuir	Tier 1	—	—	Chapter 6: Challenging the Stone	The Sword of Arvedui
OBJECTIVES: There are many old tales of the days following the Battle of Fornost, but Nethraw is interested in only one. Objective #1: Banfuir suggested you speak with the lore-master Nethraw about the fall of Angmar. The lore-master Nethraw can be found at the Fane of the Seven Sentinels, a considerable distance to the east of Gabilshathûr.								
	The Seven Swords	50	Nethraw	Tier 3	Tier 4	—	The Sword of the Vigil	—
OBJECTIVES: All seven swords of the Seven Sentinels have been recovered, and Nethraw makes final preparations to unlock the vault of the Seven Sentinels. Objective #1: The seven swords must be given to the Seven Sentinels in the correct order before the vault will open. The statues of the Seven Sentinels are in the Fane of the Seven Sentinels, east of Gabilshathûr. Objective #2: The seven swords must be given to the Seven Sentinels in the correct order before the vault will open. The statues of the Seven Sentinels are in the Fane of the Seven Sentinels, east of Gabilshathûr. Objective #3: The seven swords must be given to the Seven Sentinels in the correct order before the vault will open. The statues of the Seven Sentinels are in the Fane of the Seven Sentinels, east of Gabilshathûr. Objective #4: The seven swords must be given to the Seven Sentinels in the correct order before the vault will open. The statues of the Seven Sentinels are in the Fane of the Seven Sentinels, east of Gabilshathûr. Objective #5: The seven swords must be given to the Seven Sentinels in the correct order before the vault will open. The statues of the Seven Sentinels are in the Fane of the Seven Sentinels, east of Gabilshathûr. Objective #6: The seven swords must be given to the Seven Sentinels in the correct order before the vault will open. The statues of the Seven Sentinels are in the Fane of the Seven Sentinels, east of Gabilshathûr. Objective #7: The seven swords must be given to the Seven Sentinels in the correct order before the vault will open. The statues of the Seven Sentinels are in the Fane of the Seven Sentinels, east of Gabilshathûr. Objective #8: You've solved the puzzle of the seven sentinels, so now it's time to enter the vault and retrieve he treasure.								
	The Silent Judge	44	Raith	Tier 3	Tier 3	Acharcham, Gollonn, Doom of the Silent Judge	Dark Standards	—
OBJECTIVES: One obstacle remains before the men of Aughaire may engage in true battle against Angmar. The Silent Judge has fallen under the sway of Angmar and will not sanction the war. He must be removed. Objective #1: The Silent Judge, formerly a neutral resolver of clan disputes, has become a mouthpiece of the Angmarim. Yet the men of Aughaire hesitate to raise any hand against him, bound yet by the ties of tradition. Raith has asked you to slay the Silent Judge, to free his folk to strike against the evil of the Iron-crown. The Silent Judge is in the town of Donnvail, north and east of Aughaire. Objective #2: With the Silent Judge dead, you should return to Aughaire to tell Raith the tale of your deeds. Raith is back at Aughaire.								
	The Strongest Back	50	Osbaïl	Tier 4	Tier 4	—	Lifting the Yoke	—
OBJECTIVES: The slaves of Carn Dûm were set free, but Osbaïl, a woman of the Hillmen dwelling at Gath Forthnîr, is still missing her husband. Objective #1: Osbaïl begged you to find her missing husband, the Hillman-warrior called Ersцин. Carn Dûm lies far to the west of Gath Forthnîr. Objective #2: Ersцин is waiting to speak with you again. Ersцин is at Carn Dûm, far to the west of Gath Forthnîr. Objective #3: You found Ersцин, alive and well within Carn Dûm and returned him to safety. You should now return to Osbaïl and let her know the good tidings. Osbaïl is at Gath Forthnîr, far to the east of Carn Dûm.								
	The Sword of Arvedui	47	Nethraw	Tier 2	Tier 2	—	—	The Sword of Rhudaur
OBJECTIVES: Nethraw told you a tale of Seven Sentinels who swore to hold vigil over Angmar to ensure that the evil never returned. Objective #1: Nethraw has asked you to search Gabilshathûr for some evidence that the Sword of Arvedui was hidden there. The Sword of Arvedui is supposedly hidden somewhere around Gabilshathûr. Objective #2: You should bring the Sword of Arvedui to Nethraw. Nethraw is back at the Fane of the Seven Sentinels east, of Gabilshathûr.								

Quests: Angmar



ANGMAR

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Sword of Gondor	48	Nethraw	Tier 4	—	—	The Sword of Rhudaur	The Sword of Slaughter
OBJECTIVES: With the recovery of the swords of Arvedui and Rhudaur, Nethraw has become more confident that the remaining swords may be found. Objective #1: Nethraw has now asked you to search for the Sword of Gondor, in Maethad, a place garrisoned by many Trolls and Gertheryg. For this reason, you were cautioned not to venture there on your own. The Sword of Gondor is said to be found somewhere in Maethad, north of the Fane of the Seven Sentinels. Objective #2: You should bring the Sword of Gondor to Nethraw. Nethraw is back at the Fane of the Seven Sentinels, east of Gabilshathûr.								
	The Sword of Rhudaur	47	Nethraw	Tier 3	Tier 3	—	The Sword of Arvedui	The Sword of Gondor
OBJECTIVES: You recovered the Sword of Arvedui, leading Nethraw to wonder if the other swords might not be recovered as well. Objective #1: Nethraw has now asked you to search for the Sword of Rhudaur. The Sword of Rhudaur may be found at one of the fortified Orc-camps north of Gabilshathûr. Objective #2: You should bring the Sword of Rhudaur to Nethraw. Nethraw is back at the Fane of the Seven Sentinels, east of Gabilshathûr.								
	The Sword of Slaughter	48	Nethraw	Tier 4	Tier 4	—	The Sword of Gondor	The Sword of Sorrow
OBJECTIVES: With every sword you find, Nethraw becomes more determined to find the others. Objective #1: Nethraw has sent you to recover the Sword of Slaughter. You have been cautioned that it will be difficult to obtain without allies. The Sword of Slaughter is said to be found in a ruin in some high hills west of the large lake in Imlad Balchorth.. Objective #2: You should bring the Sword of Slaughter to Nethraw. Nethraw is back at the Fane of the Seven Sentinels, east of Gabilshathûr.								
	The Sword of Sorrow	48	Nethraw	Tier 4	Tier 4	—	The Sword of Slaughter	The Sword of Twilight
OBJECTIVES: Four of the seven swords have been recovered, leaving only three. Objective #1: You have been sent to recover the Sword of Sorrow from its resting-place. Nethraw again suggests you take allies. The Sword of Sorrow is said to be found in drake-infested heights east of the Fane of the Seven Sentinels. Objective #2: You should bring the Sword of Sorrow to Nethraw. Nethraw is back at the Fane of the Seven Sentinels, east of Gabilshathûr.								
	The Sword of the Vigil	50	Nethraw	Tier 4	Tier 4	—	The Sword of Twilight	The Seven Swords
OBJECTIVES: You have recovered six of the seven swords, and Nethraw is most pleased. Objective #1: Nethraw told you the last of the seven swords may be found in a deadly place called Nan Gurth. He again warned you that allies will be required to obtain the sword. The Sword of the Vigil is somewhere in Nan Gurth. Objective #2: You should bring the Sword of the Vigil to Nethraw. Nethraw is back at the Fane of the Seven Sentinels, east of Gabilshathûr.								
	The Sword of Twilight	49	Nethraw	Tier 4	Tier 4	—	The Sword of Sorrow	The Sword of the Vigil
OBJECTIVES: Five of the seven swords have been recovered, leaving only two. Objective #1: Nethraw has sent you in search of the Sword of Twilight, It seems once again that allies will be required to obtain the Sword from its hiding-place. The Sword of Twilight is in a lair of spiders far to the north, near Gath Forthnîr. Objective #2: You should bring the Sword of Twilight to Nethraw. Nethraw is back at the Fane of the Seven Sentinels, east of Gabilshathûr.								
	The Tarnished Bracelet	50	—	Tier 3	Tier 3	—	—	My Heart's Hope
OBJECTIVES: You found a bracelet of burnished gold, covered in grime and filth. The name "Dírdre" was marked upon it. Objective #1: You should return to Gath Forthnîr and question its inhabitants about the bracelet you found. The Ranger camp of Gath Forthnîr lies to the far east in the northern half of Angmar.								
	The Tincture	48	Braigiar	Tier 3	Tier 3	—	Worse than Death	Second Death
OBJECTIVES: Braigiar is disturbed by the news you brought him of the wights which wandered near the monuments. Objective #1: The Ranger Braigiar has asked you to collect Nightshade plants to prepare a tincture that he hopes will prove useful against the wights of Imlad Balchorth. The nightshade plant grows north and east beyond Maethad to the east of Gabilshathûr.								
	The Value of Vermin	43	Othran	Tier 3	Tier 3	—	—	Half-shell
OBJECTIVES: Malenhad, the vile brimstone swamp of Angmar, is rife with vile and disgusting creatures, but even the strangest of these creatures has its uses to the Hillmen of Angmar. Objective #1: Othran has asked you to collect norboglir-legs, leech-flesh, and swamp-fly wings, which his people use to their benefit. Huge nerbeglir, leeches, and swamp-flies can be found throughout the swamp near the hunters' camp.								












ANGMAR								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Winged Host	50	Thoriel	Tier 3	Tier 3	—	Chapter 6: Challenging the Stone	Queen of the Host
OBJECTIVES: Himbar is haunted by the merrevail and their kindred, the bats. These creatures prey upon the Rangers of Gath Forthnir, showing no mercy. Objective #1: Thoriel warned you of the merrevail, winged monsters in service to the Enemy. They prey upon the Rangers and must be eradicated. The merrevail and the bats hunt throughout Himbar, the lands west of Gath Forthnir. Objective #2: You defeated the winged servants of the Enemy and may now return to claim victory. Thoriel waits for you in Gath Forthnir, the hidden Ranger camp east of Himbar.								
	The Worm Turns	43	Machan	Tier 3	Tier 3	—	The Worm-hunter	—
OBJECTIVES: Machan foolishly sought to hunt fire-worms alone and ended up trapped and wounded. Objective #1: Help Machan to get out of the fire-worm lair. Objective #2: Tell Murdaigán that Machan is safe.								
	The Worm-hunter	43	Murdaigán	Tier 2	—	—	The Worm Turns	The Worm Turns
OBJECTIVES: Machan the hunter has gone missing after vowing to return with hides from the fearsome worms of Malenhad. Objective #1: The hunter Murdaigán has asked you to locate Machan, who was hunting fire-worms in Malenhad. Machan the hunter should be somewhere in the fire-worm lairs in the south-east part of Malenhad.								
	Thinning the Horde	49	Donaith	Tier 3	Tier 3	—	A Distant Uncle	Ending Terror
OBJECTIVES: The Hillman called Donaith is concerned about the Orcs in the vicinity of Urugarth. Objective #1: Donaith asked you to support the cause of his people and defeat the Orc-troops which gather in Urugarth. Urugarth is far to the west of Gath Forthnir. Objective #2: Return to Donaith in eastern Angmar and tell him of your deeds. Donaith can be found at Gath Forthnir.								
	Trophies of War	43	Raith	Tier 3	Tier 3	—	—	Dark Standards
OBJECTIVES: Raith is at odds with the Aughaire chieftain, Crannog. Crannog has tried to avoid hostilities with the other Angmar-dominated clans, but Raith believes that the Men of Aughaire should fight their enemies. Objective #1: Raith has asked you to collect trophies from the hostile Hillmen of Angmar to show his people that it is possible to fight their foes and win. There are hostile Hillmen to the north and north-east of Aughaire. Raith is at Aughaire, south-west of the evil Hillman-encampments.								
	Water of Life and Death	43	Murdaigán	Tier 3	Tier 3	—	—	—
OBJECTIVES: Malenhad has long been a place of poisonous waters and vapours, corrupted by the powers of ancient Angmar during the reign of the Witch-king. There is little of value left there. Objective #1: Murdaigán has asked you to locate the banners placed near springs believed to bear fresh water and to fill several water skins. There are banners placed near springs throughout the western half of Malenhad. Objective #2: Having collected several water samples, you should bring them back to Murdaigán. Murdaigán is back at the hunters' camp in the south-west corner of the swamp.								
	Wings of Darkness and Death	42	Earth-kin Scout	Tier 3	Tier 3	—	—	Mistress of Shadows
OBJECTIVES: The Earthkin Scout has been attacked by strange folk who have come into Ram Dúath from the North. He told you the women with wings are in league with the Angmarim. Objective #1: The Earth-kin scout's request was for you to kill the vicious merrevail so that others will not be injured or worse. The bat-winged creatures who injured the Earth-kin scout are in the eastern gorges of Ram Dúath. Objective #2: You should return to the Earthkin Scout and tell him of your success against the merrevail. The Earthkin Scout is in the Duvairë in Ram Dúath.								
	Worm-hide	43	Rodakhan	Tier 3	Tier 3	—	—	—
OBJECTIVES: Rodakhan the hunter has said he will pay well for worm-hides. However, worms are some of the most dangerous beasts of the swamp. Objective #1: Rodakhan has asked you to collect fire-worm hides for him. Fire-worms can be found in the south-east part of Malenhad. Rodakhan is at the huntig camp, west of the worm-lairs.								
	Worse than Death	48	Braigiar	Tier 3	Tier 3	—	Chapter 6: Challenging the Stone	The Tincture
OBJECTIVES: Braigiar told you of a terrible place surrounded by three great monuments in Imlad Balchorth. Objective #1: The Ranger Braigiar has asked you to journey to Imlad Balchorth, a dark land of wights and fell spirits, to visit each of the great monuments around the borders of an evil lake. Imlad Balchorth is north of the dwarf-outpost of Gabilshathûr. The monuments are to the north, west, and south of a dread lake in the centre of the region. The lake has a central island marked by two vast dead trees. Objective #2: You scouted the three monuments and encountered wights that uttered the name of Ferndûr. You should bring this news back to Braigiar. Braigiar is back at Gabilshathûr, south of Imlad Balchorth.								

Quests: Angmar



ANGMAR: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 6: Foreword: Turning to the North	45	Elrond	—	Tier 1	—	Chapter 1: Of Golodir and Angmar	Chapter 1: Of Golodir and Angmar
OBJECTIVES: Objective #1: Elrond warned you of a growing evil within Angmar and asked you to speak with Aragorn. Aragorn waits outside the library at Rivendell.								
	Book 6: Chapter 1: Of Golodir and Angmar	45	Aragorn	Tier 2	Tier 2	—	Foreword: Turning to the North	Chapter 2: Against His Lord
OBJECTIVES: A trained falcon arrived at Rivendell, bearing a troubling message from the hidden Ranger-camp at Esteldin for Aragorn, Chieftain of the Rangers. Objective #1: Aragorn has asked you to travel to Esteldin in his stead to speak with Daervunn, whom he hopes can shed light on the troubling message. Esteldin lies in the North Downs, far to the north and west of Rivendell.								
	Book 6: Chapter 2: Against His Lord	45	Daervunn	Tier 2	Tier 2	—	Chapter 1: Of Golodir and Angmar	Chapter 3: Secrets of the Stones
OBJECTIVES: Daervunn told you of how a wounded falcon arrived, bearing a message from Corunir, a Ranger from the company of Golodir, who defied Aragorn's commands and passed into Angmar, believing that a shadow had come again unto Carn Dûm. Objective #1: Daervunn besought you to pass north through Ram Dúath and seek out the Ranger Corunir, who dwells now among the Hillmen of Angmar. Corunir is at Aughaire, a Hillman-village in Angmar, somewhere north of Ram Dúath.								
	Book 6: Chapter 3: Secrets of the Stones	45	Corunir	Tier 3	Tier 3	—	Chapter 2: Against His Lord	Chapter 4: Heart of Stone
OBJECTIVES: Corunir told you of how Golodir raised up an army from among the Hillmen to assail Carn Dûm. The expedition failed, and Corunir was left alone, unable to pass Rammas Deluon—now possessed of a terrible power—to learn the fate of his captain and companions. Objective #1: Corunir believes that the secret of Rammas Deluon can be revealed by investigating one of the lesser watching-stones. He has instructed you to find one of the lesser stones and take a rubbing of the runes upon it. He warned you to avoid fell and deadly watching-stones. Lesser watching-stones litter the landscape of western Angmar, especially near Angmarim and Hillman encampments. Objective #2: With the rubbings Corunir required in hand, you should return to the Ranger with your report. Corunir is at the Hillman-village of Aughaire.								
	Book 6: Chapter 4: Heart of Stone	45	Corunir	Tier 3	Tier 3	—	Chapter 3: Secrets of the Stones	Chapter 5: The Sorcerer's Doom
OBJECTIVES: The rubbing you made showed runes of a foul nature, written in the Black Speech, which Corunir is not well-versed in; however, he was able to make out something about the "heart" of the stone. Objective #1: Corunir has asked you to find one the stone-hearts the runes spoke of by searching lifeless watching-stones. Lifeless watching-stones can be found to the east of Aughaire. Objective #2: You should return to Corunir with the stone-heart that you discovered. Corunir is at the Hillman-village of Aughaire.								
	Book 6: Chapter 5: The Sorcerer's Doom	45	Corunir	Tier 3	Tier 3	—	Chapter 4: Heart of Stone	Chapter 6: Challenging the Stone
OBJECTIVES: While the stone-heart you found was cracked and useless, another path still remains open. Corunir has learned of a ritual taking place at the fortress of Tór Gailvin, which may yield a whole heart if interrupted. Objective #1: Corunir has sent you to Tór Gailvin to wrest a stone-heart from a sorcerer of Angmar named Tath. Tath is at Tór Gailvin, north-east of Aughaire, east of the Fail-á-Khro.								
	Book 6: Chapter 6: Challenging the Stone	46	Corunir	Tier 3	Tier 3	—	Chapter 5: The Sorcerer's Doom	Chapter 7: Beyond Rammas Deluon
OBJECTIVES: Corunir reacted strangely to the presence and touch of the stone-heart, recoiling from it in terror. He told you that the heart had been prepared to receive a fell spirit from an elder Age, similar to those that inhabit the wights which serve Angmar. Objective #1: Corunir believes that the stone-heart may be able to draw forth the fell spirit from another watching-stone and has asked you to test his theory upon an ancient watching-stone which guards the passes of Ram Dúath. The ancient watching-stone is near the eastern pass of Ram Dúath, near Bail Róva, east of Aughaire. Objective #2: With the spirit of the ancient watching-stone defeated, you should return to Corunir with the news of hope. Corunir is at the Hillman-village of Aughaire, west of Bail Róva.								
	Book 6: Chapter 7: Beyond Rammas Deluon	47	Corunir	Tier 2	Tier 2	—	Chapter 6: Challenging the Stone	Chapter 1: Hidden in Shadow
OBJECTIVES: Your defeat of the ancient watching-stone of Ram Dúath has proven that the stones can be defied. Objective #1: Corunir bade you pass through Rammas Deluon, for you no longer have cause to fear the deadly stones. He hopes that you may find a remnant of the force Golodir led through the stones somewhere on the other side. Rammas Deluon lies far to the east of Aughaire in Malenhad. Corunir suggested you look for a dwarf encampment in the south past the Rammas Deluon.								
	Book 7: Chapter 1: Hidden in Shadow	49	Braigiar	Tier 2	Tier 2	—	Chapter 7: Beyond Rammas Deluon	Chapter 2: Crossing the Shadow
OBJECTIVES: After discovering the secret of the watching-stones of Rammas Deluon, Corunir sent you into the eastern reaches of Angmar, seeking the Rangers and Hillmen of Aughaire who had marched forth to throw down the rising power of Angmar. You found the Ranger Braigiar at the dwarf-outpost of Gabilshathûr in Malenhad. Objective #1: Braigiar has sent you to find and lend aid to the survivors of Golodir's company at the encampment of Gath Forthnir. Gath Forthnir lies somewhere far to the north of Gabilshathûr. Objective #2: Areneth told you to speak with Lorniel, daughter of Golodir. Lorniel is inside the building at Gath Forthnir.								






ANGMAR: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 7: Chapter 2: Crossing the Shadow	50	Lorniel	Tier 2	Tier 2	—	Chapter 1: Hidden in Shadow	Chapter 3: Opening the Way
<p>OBJECTIVES: Lorniel told you that she believes her father still lives, held captive in the dungeons of Carn Dûm. She hopes to find a way inside the terrible city and rescue him. Objective #1: Lorniel told you that she had heard from a Hill-man named Ragnhall who was seeking to leave the service of Angmar and might have information that will allow her to gain access to Carn Dûm. Meet with Ragnhall south of Bail Cátharnakh. Objective #2: You met with Ragnhall and he gave you a scroll that explains how to forge a key for the Gates of Carn Dûm. Lorniel can be found within Gath Forthnir.</p>								
	Book 7: Chapter 3: Opening the Way	50	Lorniel	Tier 2	Tier 2	—	Chapter 2: Crossing the Shadow	Chapter 4: Dwarf Mastery
<p>OBJECTIVES: You retrieved the scroll from Ragnhall, but it was written in Black Speech, which Lorniel is unable to translate. Objective #1: Lorniel suggested you seek out an Elf named Laerdan in hopes of learning what Ragnhall's scroll would reveal. Laerdan is in Gath Forthnir. Objective #2: Laerdan, also unable to translate the scroll, sent you to Rivendell to speak with Elrond Halfelven. Elrond Halfelven is at Rivendell in the Trollshaws.</p>								
	Book 7: Chapter 4: Dwarf Mastery	50	Elrond	Tier 2	Tier 2	—	Chapter 3: Opening the Way	Chapter 5: What Is Needed
<p>OBJECTIVES: You journeyed to Rivendell to seek the aid of Elrond Halfelven in translating Ragnhall's scroll. The Master of the Last Homely House gave you a mysterious welcome, but did offer to assist you. Objective #1: Elrond transcribed the scroll into Westron, but told you to seek the aid of Dwalin and the dwarves of Ered Luin in forging the pass-key to Carn Dûm. Dwalin is at Thorin's Hall in Ered Luin.</p>								
	Book 7: Chapter 5: What Is Needed	50	Dwalin	Tier 3	Tier 3	—	Chapter 4: Dwarf Mastery	Chapter 6: Thrór's Hammer
<p>OBJECTIVES: Dwalin, Master of Thorin's Hall, has agreed to help you forge the key, but there are some vital components missing. Objective #1: Dwalin informed you that he need a mithril nugget, which might be in the keeping of the Mathom-house in the Shire, and a key to cast a mould from, which might be obtained from Jon Brackenbrook, the new Captain of Archet. Keeper Brombard Foxtail is at the Mathom-house in Michel Delving in the western part of the Shire. Jon Brackenbrook is in the town of Archet, north-east of Bree-town. Objective #2: Dwalin sent you to get a mithril nugget from the Mathom-house in the Shire and a key to help in casting a mould from Jon Brackenbrook in Archet. Dwalin can be found in Thorin's Hall in Ered Luin. Objective #3: Dwalin took the mithril from you and began heating it. You should speak to him again to see what else might need done to craft the key. Dwalin can be found in Thorin's Hall in Ered Luin.</p>								
	Book 7: Chapter 6: Thrór's Hammer	50	Dwalin	Tier 3	Tier 3	—	Chapter 5: What Is Needed	Chapter 7: The Key Forged
<p>OBJECTIVES: You obtained the mithril nugget and the ruined key as Dwalin asked, but he informed you that there was still one more thing needed to work the mithril. Objective #1: Dwalin told you he needed a hammer that Thrór, Thorin's grandfather and last King Under the Mountain before the coming of Smaug, took with him into exile and which Thráin his son brought to the Blue Mountains. Thrór's Hammer lies within the tomb of Skorgrim Dourhand. The tomb lies east of Thorin's Hall, beyond the ruined Elf refuge of Edhelion. Objective #2: You should claim the key Dwalin forged for the Gates of Carn Dûm. Dwalin can be found in Thorin's Hall in Ered Luin.</p>								
	Book 7: Chapter 7: The Key Forged	50	Dwalin	Tier 2	Tier 2	—	Chapter 6: Thrór's Hammer	Chapter 8: The Gates of Carn Dûm
<p>OBJECTIVES: After retrieving Thrór's Hammer and the necessary materials, Dwalin's dwarves forged for you a mithril key that should allow you to pass the gates of Carn Dûm. Objective #1: You should return with the key to Lorniel. Lorniel awaits your return at Gath Forthnir in eastern Angmar.</p>								
	Book 7: Chapter 8: The Gates of Carn Dûm	50	Lorniel	Tier 5	Tier 5	—	Chapter 7: The Key Forged	Chapter 1: The Flickering Flame
<p>OBJECTIVES: With the key to Carn Dûm in hand, the time has come to move against the forces of the False King and try to rescue Golodir. Objective #1: Lorniel told you to speak with her again when you were ready to begin your raid on Carn Dûm. Lorniel awaits you at Gath Forthnir in eastern Angmar. Objective #2: You have rescued Golodir, but at a terrible cost. The False King, Mordirith, appeared and slew her. You were able to weaken Mordirith and escape with Golodir back to Gath Forthnir. Golodir is at Gath Forthnir.</p>								
	Book 8: Chapter 1: The Flickering Flame	50	Golodir	Tier 4	Tier 4	—	Chapter 8: The Gates of Carn Dûm	Chapter 2: Rekindling the Flame
<p>OBJECTIVES: The assault on Carn Dûm saw the freedom of the Ranger Golodir, but proved fruitless as Lorniel perished, and Mordirith, the Steward of Angmar, withdrew into the fastness of the city. Objective #1: Golodir, crushed by his daughter's death, told you to leave him be and to go speak with the Elf Laerdan. Laerdan is at Gath Forthnir. Objective #2: As a first step in his plan to renew Golodir's spirit, Laerdan has asked you to retrieve the Ranger's weapons and gear from the capital of Angmar, Carn Dûm. Golodir's gear might be carried on the creatures that make their home in Carn Dûm.</p>								

Quests: Angmar



ANGMAR: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 8: Chapter 2: Rekindling the Flame	50	Laerdan	Tier 2	Tier 2	—	Chapter 1: The Flickering Flame	Chapter 3: Forging the Sword
<p>OBJECTIVES: You managed to recover Golodir's equipment, but as Laerdan pointed out to you, the gear was corroded and decayed beyond use. Objective #1: Laerdan instructed you to take Golodir's equipment to the Ranger Daervunn to be repaired. Daervunn is at Esteldin in the North Downs, far to the south and west of Angmar. Objective #2: Daervunn felt he could repair Golodir's shirt, but the sword and shield were beyond his ability. He asked you to speak to Toram in Esteldin to have those items repaired. Toram is in Esteldin. Objective #3: Daervunn asked you to take Golodir's sword and shield to Toram, an armoursmith in Esteldin, for repair. Reclaim Golodir's sword and shield from Toram in Esteldin. Objective #4: You should return to Daervunn to collect Golodir's shirt and to see if he has any thoughts on how to repair Golodir's sword. Daervunn is at Esteldin.</p>								
	Book 8: Chapter 3: Forging the Sword	50	Daervunn	Tier 2	Tier 2	—	Chapter 2: Rekindling the Flame	Chapter 4: A Beacon of Hope
<p>OBJECTIVES: The Rangers of Esteldin were able to repair Golodir's shield and mail shirt, but the sword was of Elf-craft beyond their skill. Objective #1: Daervunn suggested you take Golodir's sword to Elrond of Rivendell to be reforged. Elrond is at Rivendell in the Trollshaws. Objective #2: Elrond instructed you to take Golodir's sword to his chief smith, Hemeldir, to be reforged. Hemeldir can be found near Rivendell's forges. Objective #3: You should check with Hemeldir to learn if he has finished reforging Golodir's sword. Hemeldir can be found near Rivendell's forges. Objective #4: Hemeldir returned Golodir's reforged sword to you and told you to bring it to Elrond for approval. Elrond is in Rivendell.</p>								
	Book 8: Chapter 4: A Beacon of Hope	50	Elrond	Tier 2	Tier 2	—	Chapter 3: Forging the Sword	Chapter 5: Mordirith's Fall
<p>OBJECTIVES: Elrond renamed Golodir's sword Dúnachar, Avenger of the West, and prophesied that it would one day avenge the death of Lorniel, Golodir's daughter. Objective #1: Elrond gave you the sword Dúnachar and told you to take it and the rest of Golodir's gear to Laerdan. Laerdan is at Gath Forthnir in the eastern reaches of Himbar. Objective #2: Laerdan instructed you to return Golodir's gear to him. Golodir is at Gath Forthnir in the eastern reaches of Himbar.</p>								
	Book 8: Chapter 5: Mordirith's Fall	50	Golodir	Tier 5	Tier 5	—	Chapter 4: A Beacon of Hope	Chapter 6: A Watchful Eye
<p>OBJECTIVES: Laerdan's hopes of using the sword and armour of Golodir to renew the Ranger's spirit was not in vain. The sight of the shining shield of Gondor and of his bright-burning sword, Dúnachar, kindled within Golodir a new fire...perhaps a dangerous one. Objective #1: Golodir has asked you to join him as he returns to Carn Dûm to face Mordirith, the False King, Steward of Angmar. Mordirith can be found within the throne room of Carn Dûm. Objective #2: Golodir is waiting to speak with you. Meet with Golodir back in Gath Forthnir.</p>								
	Book 8: Chapter 6: A Watchful Eye	50	Golodir	Tier 2	Tier 2	—	Chapter 5: Mordirith's Fall	—
<p>OBJECTIVES: With Golodir's aid, you defeated Mordirith, the Steward of Angmar, and Lorniel was avenged. Golodir, though, is not hopeful that Mordirith will remain lost. Objective #1: Golodir instructed you to take word of Mordirith's defeat to his chieftain, Aragorn. Aragorn is at Rivendell in the Trollshaws.</p>								

Angmar

Level 40

Claws of the Earth
Orcs in the Ram Duath

Level 41

Fruits of the Earth
Silken Strands
The Far Reaching Hand

Level 42

Men of the Hills
Stolen Skulls
Strength of Stone
The Free Folk
Wings of Darkness and Death

Level 43

Bloodstones
Bloodwing
Dark Standards

Half-shell

Herbal Essence
Mistress of Shadows
Oppression's Yoke
Pease-pudding
Strange Beasts
The Brimstone Swamp
The Drake's Egg
The First Challenge
The Goblins' Treasure
The Great Beast
The Value of Vermin
The Worm-hunter
The Worm Turns
Trophies of War
Water of Life and Death
Worm-hide

Level 44

Ancient Lair
Another Challenge
Buried Treasure
Cave-slayers
Dark Raiders
Dark Hunters
Dark Vengeance
Deep Vengeance
False Orders
Fuel for the Forge
Hidden Hoard
Stealing Stores
Swamp-dweller
The Blood-bond
The Blood-price
The Bloodstone Trove

The Cairn of Honor
The Final Challenge
The Light of Hope
The Old One
The Second Challenge
The Silent Judge

Level 45

Blood-pact
Book 6: Foreword: Turning to the North (Epic)
Book 6: Chapter 1: Of Golodir and Angmar (Epic)
Book 6: Chapter 2: Against His Lord (Epic)
Book 6: Chapter 3: Secrets of the Stones (Epic)



Book 6: Chapter 4: Heart of Stone (Epic)
 Book 6: Chapter 5: The Sorcerer's Doom (Epic)
 The Beast
 The Gate-keeper
Level 46
 Book 6: Chapter 6: Challenging the Stone (Epic)
 Breathing-space
 The Lost Dwarves
 The Orc-raid

Level 47
 Book 6: Chapter 7: Beyond Rammas Deluon (Epic)
 Gem-hunter
 Hidden Gems
 Into the Arena
 Prospector of Angmar
 The Secret of the Swords
 The Sword of Arvedui
 The Sword of Rhudaur

Level 48
 An Axe to Grind
 Banishing the Darkness
 Champions of the Arena
 Deluches
 Engineering Destruction

Master of the Arena
 Moving Mountains
 Rampage
 Second Death
 Spirits of Morgoth
 The Cauldron of Death
 The Highwayman
 The Keeper of Books
 The Northern Cousin
 The Scent of Mithril
 The Sword of Gondor
 The Sword of Slaughter
 The Sword of Sorrow
 The Tincture
 Worse than Death

Level 49
 A Distant Uncle
 Bogbereth's Brood
 Book 7: Chapter 1: Hidden in Shadow (Epic)
 Counting the Clutch
 Discovering the Source
 Foul Waters
 Onward to Gath Forthnir
 Scaled Menace
 Skinning the Beasts
 The Enemy's Arms
 The Master of Imlad Balchorth

The Sword of Twilight
 Thinning the Horde
Level 50
 A Tenuous Thread
 Black Challenge
 Black Imprecations
 Black Incantations
 Black Lore
 Bogbereth
 Book 7: Chapter 2: Crossing the Shadow (Epic)
 Book 7: Chapter 3: Opening the Way (Epic)
 Book 7: Chapter 4: Dwarf Mastery (Epic)
 Book 7: Chapter 5: What Is Needed (Epic)
 Book 7: Chapter 6: Thrór's Hammer (Epic)
 Book 7: Chapter 7: The Key Forged (Epic)
 Book 7: Chapter 8: The Gates of Carn Dûm (Epic)
 Book 8: Chapter 1: The Flickering Flame (Epic)
 Book 8: Chapter 2: Rekindling the Flame (Epic)
 Book 8: Chapter 3: Forging the Sword (Epic)








Book 8: Chapter 4: A Beacon of Hope (Epic)
 Book 8: Chapter 5: Mordirith's Fall (Epic)
 Book 8: Chapter 6: A Watchful Eye (Epic)
 Ending Terror
 End the Nightmare
 Further Upstream
 Heart of the Waters
 Help from the South
 Lifting the Yoke
 Lord of the Gertheryg
 Moving Mountains
 My Heart's Hope
 Queen of the Host
 Quenching the Flames
 The Champion of Minas Agar
 The Champion of Minas Angos
 The Champion of Minas Caul
 The Champion of Minas Maur
 The Keeper Garthamendir
 The Matron's Brood
 The Seven Swords
 The Strongest Back
 The Sword of the Vigil
 The Tarnished Bracelet
 The Winged Host









BREE-LAND								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Blade For a Life	14	Kenton Thistleway	Tier 4	Tier 3	Maribell's Defender, Talloch, Thistleway's Trousers	Forging a New Blade	—
OBJECTIVES: While you were gathering the materials Kenton needed to finish his work for Lofar Ironband, the brigand Blake took his daughter captive. Objective #1: Kenton Thistleway told you that Blake, the brigand-captain, will kill his daughter, unless he gets a new sword. Kenton has asked you to retrieve the sword from Lofar. Lofar can be found in the courtyard of the Stone Quarter in Bree, south-east of the West-gate. Objective #2: When you spoke with Lofar, he told you that the sword was not ready yet. He urged you to go to Blake's brigand camp and try to convince the brigand-captain not to harm Kenton's daughter. The sword will be ready soon. He also suggested you take friends in case there was trouble. Blake's brigand camp is in the Bree-fields, north-west of Bree-town. Objective #3: Blake, the brigand-captain, took Kenton Thistleway's daughter, Maribell, captive. You rescued Maribell, who has returned to Bree. You should return to Kenton with news of your success. Kenton Thistleway resides among the smiths in Bree, not far from the West-gate.								
	A Dwarf Made Blade	12	Lofar Ironband	Tier 1	Tier 1	—	—	Getting the Blade Back
OBJECTIVES: Lofar Ironband has told you that someone has stolen his newest blade. He has asked you to find out who stole it and return it to him as quickly as possible! Objective #1: Lofar has told you that he thinks his latest blade was stolen by one of the Man-smiths. He thinks that a warrior, such as yourself, might intimidate the thief into confessing and returning the stolen blade. Most of the smiths of Bree dwell near the West-gate.								

Quests: Bree-land



BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Threat from Spiders	5	Atli Spider-bane	Tier 3	Tier 2	—	—	Finding Reason
<p>OBJECTIVES: Cal Sprigley's farm has been overrun by spiders. The farmer and his wife fled to Archet, leaving their belongings behind. Objective #1: After spiders attacked his farm, Cal Sprigley and his wife fled to the safety of Archet. Atli Spider-bane has asked you to speak with the farmer. Cal Sprigley can be found north of the ruins of The Mad Badger Inn in Archet. Objective #2: Cal Sprigley has asked you to go to his farm and recover his strongbox, seed sack, and bow. With these things, he might be able to make a fresh start. Cal Sprigley's farm is south of Bronwe's Folly. Objective #3: Cal and Holly Sprigley are waiting in Archet for the possessions you recovered from their spider-infested farm. You should return to them at once. Cal Sprigley and his wife await you north of the ruins of The Mad Badger Inn in Archet.</p>								
	Addie's Missing Sons	16	Addie Wheatley	Tier 3	Tier 2	—	—	Find Malin
<p>OBJECTIVES: Addie Wheatley, a poor, old woman, is afraid for her sons, Amlach and Malin, who went into the Barrow-downs in search of treasure. Objective #1: Addie Wheatley said that her son Amlach was going to set camp at The Dead Man's Perch and search for his brother Malin in the Barrow-downs. She suggested that you go with friends, as it could be dangerous. The Dead Man's Perch is located on the eastern cliffs of the Barrow-downs. Objective #2: You've found Addie Wheatley's son, Amlach, dead at Dead Man's Perch. In his hand, you found that he was grasping a tattered journal. You should bring the journal back to Addie as she will want to know the fate of her sons. Addie Wheatley stands near the Mud-gate in the south-west corner of Bree-town.</p>								
	Adso's Delivery	10	Adso Haybank	Tier 2	Tier 2	—	—	To Mr. Butterbur
<p>OBJECTIVES: Adso Haybank, a Hobbit of Bree, runs a hunting lodge and way station along the Great East Road. In order to facilitate the building of the lodge, he was forced to go into debt...a debt which he needs help paying off. Objective #1: In order to reduce his debt, Adso Haybank has asked you to take a satchel to a Man named Bill Ferny. He warns you that you will only find Ferny at the arranged meeting place after nightfall. Bill Ferny will be at the Old Sweetgrass Farm, northeast of Adso Haybank's camp, though only at night. Objective #2: Adso Haybank sent you to deliver a payment to the brutish Bill Ferny and now awaits your return. Adso Haybank's camp lies south-west of the Old Sweetgrass Farm.</p>								
	Ailing Hound	9	Longo Daegmund	Tier 3	Tier 2	Daegmund's Gloves, Daegmund's Gauntlets	—	Unwell Water
<p>OBJECTIVES: Longo Daegmund's dog Gar appears to have come down ill, and Longo is worried about him. Objective #1: Longo Daegmund has asked you to speak with Eldo Swatmidge about his dog's illness and learn if there is some remedy he knows that may cure him. Eldo Swatmidge lives east of Staddle and north and east of Widow Froghorn's farm. Objective #2: Longo Daegmund sent you to speak with Eldo Swatmidge about a cure for Gar, his dog, but Eldo is missing the fennel seeds he needs to make the remedy. Eldo tells you that the Neekerbreakers have an affinity for fennel, and it may be possible to find some caught in their pincers. Neekerbreakers can be found most commonly in the southern Midgewater Marshes. Eldo Swatmidge's farm is west of the Marshes and east of Staddle. Objective #3: Eldo has prepared an herbal remedy to cure Longo's dog Gar of the illness troubling him and told you to have the dog drink it. Longo Daegmund and his dog Gar are by Ferdibrand Took's wagon just west of the town square in Staddle. Objective #4: Longo is waiting expectantly to speak with you. Longo Daegmund is next to his dog, Gar, by Ferdibrand Took's wagon west of the town square of Staddle.</p>								
	All's Well that Ends Well	9	Willowsong	Tier 2	—	Leather Leggings, Bracegirdle's Staff	Fresh Flowers	—
<p>OBJECTIVES: Willowsong needs fresh wildflowers to clean the well water. Objective #1: Return the bucket of water to Staddle's well. Staddle's well is north and west of the Silverwater Spring. Objective #2: You did as Willowsong instructed. Tell Longo Daegmund that the well should be safe to drink from again. Longo is standing by the well in the town square of Staddle.</p>								
	An Ancient Story of Evil	23	Naerandir	Tier 5	Tier 5	Anorchathol, Naerandir's Gauntlets, Svalfang's Fall	—	Forging Anew
<p>OBJECTIVES: Naerandir has told you he knows the story of the Great Barrow, but that the reality of the place as it exists now must be masked beneath the splendour of legend, lest cautious fear grows into terror. Objective #1: Naerandir has asked you to find two fragments of a key that opens the way into the deepest halls of the Great Barrow from a pair of wights and a creature called a gaunt-Man. He recommended taking friends. The Barrow-downs are south through the gate by the stables and south of Bree. The Great Barrow is at the heart of the Barrow-downs. The first key fragment is guarded by two wights in the Great Barrow maze. The second key fragment is held by a Gaunt-lord elsewhere in the Great Barrow. Naerandir is outside the Prancing Pony.</p>								
	Bear Pelts	11	Roger Hawking	Tier 3	Tier 3	—	Boar Heads	Wolf-pelts
<p>OBJECTIVES: Roger Hawking assists Adso Haybank by supplying the lodge with furs and meat. Objective #1: Roger Hawking has asked you to hunt some bears and bring him their pelts. The bears range north of Adso's camp.</p>								








BREE-LAND								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Beneath the Hanging Tree	5	Ted Pickthorn	Tier 2	—	—	—	The Logger's Ledger
<p>OBJECTIVES: Ted Pickthorn has found himself near penniless and in desperate straits. Rumour of his father's stolen wealth has brought him some hope, however. Objective #1: Ted Pickthorn's father was once a robber in the Chetwood and had purportedly garnered a significant amount of wealth. Ted believes his father's ill-gotten gains are buried at the foot of the Hanging Tree. The tree is supposed to be marked with an X. The Hanging Tree sits along the riverbank south of Constable Wren's post, south-east of Combe. Objective #2: Although there is no way to tell which stump was once the Hanging Tree, it can't hurt to dig near a few of the stumps in search of the treasure. Objective #3: Ted Pickthorn sent you to retrieve his father's loot from beneath the Hanging Tree, but you discovered that the tree, among others, was chopped down by the woodcutters of Combe. You dug at several places on the field, but found no sign of Pickthorn's buried treasure. Ted Pickthorn can be found on the east side of Combe.</p>								
	Beyond the Bulwarks	1	Constable Thistlewool	Tier 2	Tier 2	—	The Spies, The Assault on Archet	—
<p>OBJECTIVES: Constable Thistlewool is concerned for his friend Cal Sprigley, a farmer on the southern outskirts of Archet. Sprigley's farm is vulnerable to brigand attack. Objective #1: Constable Thistlewool has asked you to go to Cal Sprigley's farm and convince Sprigley to bring his family to Archet, where they can be protected from the Blackwolds. Cal Sprigley's farm can be found to the south of Bronwe's Folly. Objective #2: Cal Sprigley refused to come to Archet, confident that nothing could drive him off his land. You should return to Constable Thistlewool with the news. Constable Thistlewool can be found near the training grounds in Archet.</p>								
	Big Problems	17	Dob Sandheaver	Tier 2	Tier 2	—	—	Giant Problems
<p>OBJECTIVES: Dob Sandheaver was driven off from his meal by a giant. He has asked you to retrieve his pack for him. Objective #1: Dob Sandheaver outside the Prancing Pony has asked you to search for his pack at the stone hut deep in the Brandywood, far to the north of Buckland.</p>								
	Blackwold Thieves	9	Constable Sageford	Tier 2	Tier 2	Blackwold Bow, Sageford's Vest, Sageford's Trousers	Rurik Fennel, Locksmith	—
<p>OBJECTIVES: Constable Sageford remembered that a scout mentioned hearing a Blackwold recruit heeding orders from Sergeant Applewood near the Blackwold main encampment. He has charged you with finding Applewood and recovering the key to the lockbox. Objective #1: After learning that Rurik was guilty only of fear, Sageford recalled the name Rurik provided as being a Brigand within the main encampment of the Blackwold in the Chetwood. Applewood has been seen entering the Blackwold's main encampment in the northern most part of the Chetwood. Seek him out and obtain the key he stole from Rurik. Objective #2: Having found and defeated Applewood, you took the key back from him. Constable Sageford can be found near the centre of Combe.</p>								
	Blackwold Valuables	8	Constable Sageford	Tier 3	Tier 2	Constable's Two-Handed Hammer, Frayed Cloak	Treasure in the Web	Rurik Fennel, Locksmith
<p>OBJECTIVES: Constable Sageford has learned that the Blackwold brigands have been trying to support themselves by working a farm they seized deep in the Chetwood to the east of Combe. Objective #1: Constable Sageford believes that if you confront the Blackwolds leader at Old Bauman's farm, you might learn something useful about the mysterious receipt. Old Bauman's farm is deep in the Chetwood, at the end of the eastward path. Objective #2: Sageford sent you to confront the leader of the Blackwolds at Old Bauman's farm. You found a receipt signed by a 'Rurik' on the Blackwold's body. Constable Sageford will want to know about this. Constable Sageford can be found near town centre in Combe, with his fellow constables.</p>								
	Boar Heads	11	Roger Hawking	Tier 3	Tier 2	—	—	Bear Pelts
<p>OBJECTIVES: Roger Hawking assists Adso Haybank by supplying the lodge with furs and meat. Objective #1: Roger wants you to thin the growing number of wild boars and bring him their heads. He understands they are quite a delicacy. Boars range the wilds around Adso's camp.</p>								
	Bone Man	18	Lost Shade	Tier 4	—	The Bone Man's Guards, Bone Man's Band	Shield-brother	—
<p>OBJECTIVES: The shade in Bree still seeks to free his shield-brother from the curse that binds him to the shadow-realm and to Middle-earth, despite the grim news you brought to him. Objective #1: The shade has asked you to free the imprisoned shades by destroying the Bone Man. The shade has warned you that the Bone Man is a mighty foe and that you should take allies with you on this quest. He also suggested that there may be someone in Bree who knows something of the Bone Man. The shade does not know precisely where the Bone Man may be found, other than that he lies somewhere in the south Barrow-downs. Objective #2: You should return to the shade and let him know that the Bone Man has been defeated and the shades freed. The shade's alley lies near Bree's South-gate.</p>								
	Bree-town to Trestlebridge	20	Mayor Graeme Tenderlarch	Tier 1	Tier 1	—	Trestlebridge to Ost Guruth	—
<p>OBJECTIVES: The town of Trestlebridge is threatened by the Enemy and needs help from afar. Objective #1: Speak to Guardsman Otley in Trestlebridge and learn how you can help with the town's defence. Trestlebridge is to the north, along the route called the Greenway.</p>								

Quests: Bree-land



BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Broken Alliance	16	Saeradan	Tier 5	Tier 5	Saeradan's Greataxe, Gollang, Saeradan's Trousers, Saeradan's Shoulder Pads	The Vale of Andrath	—
<p>OBJECTIVES: While you were in the Vale of Andrath, Saeradan learned that the leaders of the brigands and the Orcs have agreed to meet to discuss an alliance in Bree-land. Objective #1: Saeradan has tasked you and your allies with finding the cave where the brigands and Orcs plan to meet and slay their leaders. The meeting place is somewhere not far south of Trestlebridge. Objective #2: You have found the cave. Now all that remains is to enter it, disperse the brigands and Orcs, and slay their leaders. Objective #3: You should bring news of your success to Saeradan at once. Saeradan's cabin is on a wooded hill east of Thornley's farm, off the north Greenway.</p>								
	Builder Earur	8	Builder Earur	Tier 3	Tier 2	Lesser Essence of Athelas, Lesser Celebrant Salve	—	—
<p>OBJECTIVES: Builder Earur has asked you to recover the tools he lost when a mad boar overturned his cart on the road south of Archet. Objective #1: Builder Earur has asked you to recover the toolbox he left in the wreckage of his cart, overturned by a mad boar south of Archet. Builder Earur's cart was overturned south of Archet, near the gate to Combe.</p>								
	By Axe and Fire	20	Goldberry	Tier 3	Tier 3	Menedhdail, Tarbúrz's End, Crusher of Tarbúrz	Into the Woods	—
<p>OBJECTIVES: Goldberry told you that a Wood-troll haunts the lands beyond the Chetwood. That is the creature that frightened Gil Sandheaver. Objective #1: Goldberry told you that you must gather companions and deal with the Wood-troll yourself. The Wood-troll Tarbúrz is in northeast Bree-land, north beyond the Far Chetwood, near Nen Ham. Objective #2: You should return to Goldberry with news of your success. Goldberry's spring is deep within the Old Forest, east of Buckland. Objective #3: Goldberry told you to take news of your victory to Gil Sandheaver, with the reassurance that he may once again walk in the woods in peace. Gil Sandheaver is at the Hengstacer Farm, north of Bree-town.</p>								
	Calming the Wake	17	Chief Watcher Grimbriar	Tier 3	Tier 3	—	—	Purging the Dead
<p>OBJECTIVES: There are many rumours that mysterious Black Riders ride the land and behind them, ancient evils are stirred. Chief Watcher Grimbriar is worried that tales of walking dead in the Barrow-downs will eventually mean doom for Bree. Objective #1: To protect Bree, Chief Watcher Grimbriar has asked you to go to the Barrow-downs and put an end to the wights that are believed to dwell there. The north entrance to the Barrow-downs lies west of Bree, south of the Great East Road. Objective #2: You should return to Chief Watcher Grimbriar and let him know that you have destroyed a fair number of wights in the Barrow-downs. Grimbriar is standing outside of Town Hall in Bree.</p>								
	Collecting History	23	Newbold Leafcutter	Tier 4	Tier 4	Urn Finder's Staff, Skunkwood's Coat, Leafcutter's Edge, Golugor	Ruins of Cardolan	—
<p>OBJECTIVES: Newbold Leafcutter learned of ancient relics which the Men of Cardolan buried with their dead in the Barrow-downs, suggesting they might be of some use in defending against creatures such as the barrow-wights. Objective #1: Newbold Leafcutter has asked you to gather ancient chalices from the Great Barrow located in the heart of the Barrowdowns. The Great Barrow is at the heart of the Barrow-downs, south of the Great East Road, west of Bree.</p>								
	Concern for a Friend	10	Gammy Boggs	Tier 2	—	—	—	Eyes of Staddle
<p>OBJECTIVES: Falco's garden is failing for an unknown reason, causing distress among the people of Staddle. Objective #1: Gammy Boggs, the local town gossip, has asked you to find out why Falco's garden is failing. Falco Greenhand's farm lies to the south-west of Gammy Boggs' farm. Objective #2: Falco Greenhand did not want to trouble you with his problems and asked you to tell Gammy Boggs to stop nosing about. Gammy Boggs is at her farm, northeast of Falco Greenhand's farm.</p>								
	Dangerous Boars	8	Constable Tanglerush	Tier 3	Tier 2	—	—	—
<p>OBJECTIVES: Watcher Tanglerush is concerned about the increase in the number of wild animals seen near the borders of Staddle. Objective #1: Watcher Tanglerush wants you to thin the boar population near Staddle before one of the hobbits is attacked. The boars can be found near Constable Bolger's house, south-east of Staddle, south of Widow Froghorn's farm. Objective #2: Guard Tanglerush will be pleased to hear that you have thinned the boar population near Staddle. Watcher Tanglerush is in the town square of Staddle.</p>								
	Den of Wolves	6	Taylor Green	Tier 3	Tier 2	Green's Mace, Green's Leggings	—	—
<p>OBJECTIVES: Woodcutters from Combe moving further into the Chetwood in search of quality lumber are seeking protection from the local wildlife. Objective #1: Woodcutter Taylor Green is concerned that the wolves roaming the woods to the northeast may be a threat to the woodcutters and has asked you to cull their numbers. The wolf-den is set in the cliff wall northeast of the lumber camp. Objective #2: As Woodcutter Green requested, you put the fear of Men into the wolves of the Chetwood. He will be pleased to hear of your success. Woodcutter Taylor Green waits at the lumber camp to the south-west, north of the guard-house.</p>								

BREE-LAND								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Disease Among the Boars	6	Constable Thistlewool	Tier 3	Tier 2	Thistlewool's Knife, Worn Shoulder Pads	—	—
<p>OBJECTIVES: Constable Thistlewool is troubled by the disease spreading through the boars in the wake of the destruction wrought on Archet. The boars must be destroyed before they infect the other wildlife and eradicate the diminished food supply in Archet. Objective #1: Constable Thistlewool thinks that the best way to end the disease afflicting the local boars is to slay those already infected. Diseased boars roam the lands to the south and east of Archet's gate. Objective #2: Constable Thistlewool will wish to hear of your success. Constable Thistlewool can be found near the ruins of The Mad Badger Inn in Archet.</p>								
	Evil's Final Chapter	25	Naerandir	Tier 5	Tier 5	Sambrog's Bane, Wight Guard, Sambrog Stompers	Forging Anew	—
<p>OBJECTIVES: Naerandir has told you he knows the story of the Great Barrow, but that the reality of the place as it exists now must be masked beneath the splendour of legend, lest cautious fear grows into terror. Objective #1: Naerandir has tasked you with the destruction of the Wight-lord, who rules over the barrow-wights of Othrongroth, the Great Barrow. He suggests you take allies. The Ancient Wight-lord is at the furthest end of the Great Barrow, in the deepest halls. The Barrow-downs are south and a bit west of Bree. Objective #2: You should return to Naerandir and tell him that the Wight-lord is slain. Naerandir is awaiting further word of your deeds outside of the Prancing Pony in Bree.</p>								
	Eyes of Staddle	10	Gammy Boggs	Tier 2	Tier 2	—	Concern for a Friend	Lily's Secret
<p>OBJECTIVES: Falco's garden is failing for an unknown reason, causing distress among the people of Staddle. Objective #1: Gammy Boggs has recommended that you speak to some of the Staddle-folk to learn what happened to Falco's garden. The people of Staddle can be found tending and watching over their farms or in the centre of Staddle. Objective #2: The knowledge you gained from the people of Staddle will be of great interest to Gammy Boggs, the town gossip. Gammy Boggs is on the second farm north of the road near the Staddle farms.</p>								
	Falco's Garden	9	Gammy Boggs	Tier 3	Tier 2	—	Lily's Secret	Fixing Falco's Folly
<p>OBJECTIVES: Falco's garden is failing for an unknown reason, distressing the people of Staddle. Objective #1: Gammy Boggs has suggested you speak with Falco Greenhand again and tell him of the mysterious trespassers that were seen near his garden. Falco's farm lies south-west of Gammy Boggs' farm. Objective #2: Confronted with the truth, Falco Greenhand has confessed that he made an underhanded bargain with ruffians. He has asked you to speak with Constable Bolger and warn him that the brigands are coming to burn the town. Constable Bolger's house is located south-east of Falco Greenhand's farm. Objective #3: You and Constable Bolger have defeated the Blackwold brigands who had planned to burn the town of Staddle. Falco will be glad that you have succeeded. Falco Greenhand's farm lies north-west of Constable Bolger's home.</p>								
	Family Treasures	9	Bruner Stoutthrush	Tier 3	Tier 2	—	—	Pipe-weed Delivery
<p>OBJECTIVES: Bruner Stoutthrush, a disreputable seeming gentleman from Bree, has decided to do a good deed for the refugees from the Blackwold attacks. Objective #1: Whether as an act of beneficence or complete self-interest, Stoutthrush has asked you to collect stolen heirlooms from the brigands and bring them to him at Bree's Combe-gate. The brigands can be found in a large camp in the Yellow Tree Ruins, south of Staddle.</p>								
	Farmer's Market	9	Eldo Swatmidge	Tier 2	—	Lesser Essence of Athelas, Lesser Celebrant Salve	Quality and Character	Wanetta the Wedge
<p>OBJECTIVES: Eldo Swatmidge is a successful farmer, but he is lonely. He has sought your help to woo his neighbour, the Widow Froghorn. Objective #1: Eldo Swatmidge asked you to collect the produce that Asphodel Froghorn means to sell. The Widow Froghorn's farm is on the road west and south of Eldo Swatmidge's farm. Objective #2: Asphodel seems to think highly of you and has asked you to sell some of her produce to Himloc Grouse, the trader. Himloc Grouse can usually be found in the town square of Staddle, west of the Widow Froghorn's farm. Objective #3: Asphodel Froghorn is waiting for the payment you received from Himloc Grouse for the sale of her vegetables. Widow Froghorn's farm is east of Staddle.</p>								
	Find Malin	16	Addie Wheatley	Tier 3	Tier 2	Wheatley's Sword, Wheatley's Shoulder Pads, Terthail	Addie's Missing Sons	—
<p>OBJECTIVES: Your search for the missing sons found the remains of Amlach Wheatley clutching his brother's journal. The last cryptic entries seem to reveal that Amlach heard fell voices coming from the southern reaches of the Barrow-downs. Objective #1: The journal you found seemed to indicate that Malin was taken to the southern Barrow-downs to a barrow overlooking an evil mire. Hopefully you will find him there, before whatever killed Amlach does the same to him! Objective #2: In your search of the Barrow-downs you found both of Addie's sons, Amlach and Malin, but far too late to be of any help to either. The foul creatures of the Barrow-downs had killed them both and took Malin's remains for their own. You should return to Addie Wheatley and tell her what has happened to her sons. Addie Wheatley stands near the Mud-gate in the south-west corner of Bree-town.</p>								

Quests: Bree-land



BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Finding Reason	7	Cal Sprigley	Tier 3	Tier 3	—	A Threat from Spiders	Spider-bane
<p>OBJECTIVES: Cal Sprigley's farm has been overrun by spiders for no apparent reason, leaving Cal and Holly homeless in Archet. Objective #1: Cal Sprigley suggested that you speak with Atli Spider-bane about the spiders at his farm and how to be rid of them. Atli Spider-bane can be found just north of Cal Sprigley. Objective #2: Atli told you that he sent his cousin Bali to check the caves, but he has not yet returned. If you find him, he may have the answer to what has disturbed the spiders. The entrance to the cave the hunters blocked off lies in the ruins due east of Archet. Objective #3: You have found Bali's corpse and his journal, but the journal is missing several pages. You need to find the pages before returning to Atli. The missing pages of Bali's journal must be somewhere within the caves. The spiders may have taken the missing pages and webbed them into their cocoons. Objective #4: Atli Spider-bane will want to know what you discovered amongst the pages of Bali's journal. Atli Spider-bane can be found at the north end of Archet.</p>								
	Fixing Falco's Folly	11	Falco Greenhand	Tier 4	Tier 3	Falco's Shirt, Falco's Hammer, Falco's Helmet, Mudbottom's Bane, Falco's Smasher	Falco's Garden	—
<p>OBJECTIVES: Falco confided that he was originally pressured by a Man named Jasper Mudbottom. Mudbottom is a powerful brigand located at the Yellow Tree ruins, south beyond the Staddle farms. Objective #1: Falco Greenhand has asked you to put a stop to the Blackwold brigand, Jasper Mudbottom. He suggested you take friends. Jasper Mudbottom is at the Yellow Tree Ruins, south of the Staddle farms. Objective #2: You should return to Falco Greenhand with news of your victory over Jasper Mudbottom. Falco Greenhand is at his farm in Staddle, north of the Yellow Tree Ruins.</p>								
	Foray into the Barrow-downs	16	Newbold Leafcutter	Tier 3	Tier 2	—	—	Return to the Barrow-downs
<p>OBJECTIVES: Newbold Leafcutter, an aged resident of Bree, is interested in learning the history of the Barrow-downs. Objective #1: Newbold Leafcutter wants you to gather rune-marked stone fragments from near the Dead Spire, then return to him in the Upper City of Bree. The Dead Spire lies due south of the northern entrance to the Barrow-downs. Newbold Leafcutter waits for you beyond the High Bridge at the southern end of the Upper Way in Bree.</p>								
	Forest Bats	12	Hodric Bracegirdle	Tier 3	Tier 3	—	Forest Wolves	Forest Bears
<p>OBJECTIVES: Hodric Bracegirdle needs your help reducing the threats from the Old Forest. Objective #1: Hodric Bracegirdle has asked you to reduce the number of bats in the Old Forest. There is a tunnel into the Old Forest, northeast of Brandy Hall, beyond the Bounders' training ground. Objective #2: Hodric awaits word of your success. Hodric Bracegirdle can be found near the entrance to Brandy Hall on the western side of the hill.</p>								
	Forest Bears	12	Hodric Bracegirdle	Tier 3	Tier 3	—	Forest Bats	Forest Spiders
<p>OBJECTIVES: Hodric Bracegirdle needs your help reducing the threats from the Old Forest. Objective #1: Hodric Bracegirdle has asked you to help lessen the threat of bears. The bears can be found in the Old Forest, south-east of Brandy Hall. There is a tunnel into the Old Forest, northeast of Brandy Hall, beyond the Bounders' training ground. Objective #2: Hodric Bracegirdle has asked you to help end the threat of bears in the Old Forest. Hodric Bracegirdle can be found near the entrance to Brandy Hall on the western side of the hill.</p>								
	Forest Spiders	12	Hodric Bracegirdle	Tier 3	Tier 4	Bracegirdle's Boots, Bracegirdle's Staff, Bracegirdle Dirk	Forest Bears	—
<p>OBJECTIVES: Hodric Bracegirdle needs your help reducing the threats from the Old Forest. Objective #1: Hodric Bracegirdle has asked for your help defending against spiders in the Old Forest. There is a tunnel into the Old Forest, northeast of Brandy Hall, beyond the Bounders' training ground. Objective #2: Hodric Bracegirdle awaits word of your success. Hodric Bracegirdle can be found near the entrance of Brandy Hall on the western side of the hill.</p>								
	Forest Wolves	12	Hodric Bracegirdle	Tier 3	Tier 3	—	—	Forest Bats
<p>OBJECTIVES: Hodric Bracegirdle needs your help reducing the threats from the Old Forest. Objective #1: Hodric Bracegirdle has asked you to help reduce the number of wolves in the Old Forest. There is a tunnel into the Old Forest, northeast of Brandy Hall, beyond the Bounders' training ground. Objective #2: Hodric Bracegirdle awaits word of your success. Hodric Bracegirdle can be found near the entrance to Brandy Hall, on the western side of the hill.</p>								

BREE-LAND								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Forging a New Blade	14	Lofar Ironband	Tier 3	Tier 2	—	Getting the Blade Back	A Blade For a Life
<p>OBJECTIVES: Worried that the brigand Blake will come looking for his sword and, not finding it, will harm his family. Kenton Thistleway asked you to speak with Lofar Ironband about forging a new blade. Lofar reluctantly agreed, but wants something from Kenton in return. Objective #1: Lofar Ironband has agreed to forge a new blade for Kenton Thistleway, but in exchange Lofar has given you three items to take to Kenton for him to repair. The Dwarf said that if he likes Kenton's work, he will call it even on the cost of the two swords he is having to make. Kenton Thistleway can be found among the forges near Bree's West-gate. Objective #2: Kenton can repair the items you brought from Lofar, but needs your help gathering the materials he needs. Speak to Flint Oakhewer about iron straps to repair the helm. For the bellows, gather three flawless boar hides. Finally, search the debris in the Barrow-downs for trinkets he can use to decorate the axe haft. Flint Oakhewer lives on the northeast corner of this street. Boars can be found all over on the outskirts of Bree-town. The relic-laden debris piles are near the mounds north of the Barrows Outlook in the Barrow-downs. Objective #3: Kenton Thistleway sent you to gather materials he can use to finish his work for Lofar Ironband. You should return to Kenton at once with the materials you found. Kenton Thistleway can be found among the other smiths in Bree, down the road from the West-gate.</p>								
	Forging Anew	23	Naerandir	Tier 2	Tier 2	—	An Ancient Story of Evil	Evil's Final Chapter
<p>OBJECTIVES: Naerandir has told you he knows the story of the Great Barrow, but that the reality of the place as it exists now must be masked beneath the splendour of legend, lest cautious fear grows into terror. Objective #1: Naerandir told you to bring the key fragments to Kenton Thistleway, a blacksmith who has had a recent run of bad luck. Kenton Thistleway is in Blacksmith's Row, west of The Prancing Pony and south-west of the stables. Objective #2: Kenton Thistleway reforged the key to the Great Barrow. You should return to Naerandir for further instruction. Return to Naerandir, who is outside The Prancing Pony in Bree.</p>								
	Fresh Flowers	9	Willowsong	Tier 2	—	—	The Wise Woman	All's Well that Ends Well
<p>OBJECTIVES: Seeking help, you brought a bucket of fouled well-water to the River-maiden of Silverwater Spring. Objective #1: Willowsong requires six handfuls of wildflowers if she is to cleanse the well's water of poison. The Yellow Tree is south-west of the spring.</p>								
	Fresh Steed for Bree	35	Éogar, son of Hadorgar	Tier 1	Tier 1	—	—	Fresh Steed for Michel Delving
<p>OBJECTIVES: Éogar, the owner of Hengstacer has asked for your help in delivering a fresh steed to Bree. Objective #1: Éogar has asked that you ride a fresh steed out to the stable-master in Bree-town. The stable-master can be found near the West-gate in Bree-town, south of Hengstacer. Objective #2: Return to Éogar and inform him that you delivered the horse to the Bree stable-master. Éogar, son of Hadorgar, is located at Hengstacer, north of Bree.</p>								
	Fresh Steed for Michel Delving	35	Éogar, son of Hadorgar	Tier 2	Tier 2	—	Fresh Steed for Bree	—
<p>OBJECTIVES: Éogar, the owner of Hengstacer, has asked for your help delivering a fresh steed to Michel Delving. Objective #1: Éogar has asked that you ride a fresh steed out to the stable-master in Michel Delving. The stable-master can be found in Michel Delving in the Shire, far to the west of Bree. Objective #2: You should return to Éogar and inform him that you delivered the horse to the Michel Delving stable-master. Éogar, son of Hadorgar, is located at Hengstacer, north of Bree, far to the east of the Shire.</p>								
	Fresh Steed for Othrikar	35	Éogar, son of Hadorgar	Tier 2	Tier 2	—	Fresh Steed for Michel Delving	Proving Your Quality
<p>OBJECTIVES: Éogar, the owner of Hengstacer, has asked for your help delivering a fresh steed to Othrikar. Objective #1: Éogar has asked that you ride a fresh steed out to the stable-master in Othrikar. The stable-master is at the Dwarf-mines of Othrikar in the North Downs, far to the north and east of Bree-land. Objective #2: You should return to Éogar and inform him that you delivered the horse to the Othrikar stable-master. Éogar, son of Hadorgar, is located at Hengstacer north of Bree.</p>								
	Fresh Supplies	3	Peg Pruner	Tier 2	Tier 2	Quilted Shoulder Pads, Leather Shoulder Pads	Seeing to the Defence, The Assault on Archet, The Quartermaster	—
<p>OBJECTIVES: The flood of refugees into Archet has caused a supply shortage, and Captain Brackenbrook's quartermaster, Peg Pruner, is having difficulty providing for the refugees. Objective #1: Peg Pruner has asked you to hunt boars to help her provide meat for the refugees. There are boars in the fields south and east of Archet.</p>								
	Friendships Renewed	8	Burl Beeman	Tier 2	—	—	—	The Errant Coinpurse
<p>OBJECTIVES: Now that the Blackwold brigands have been routed, Burl Beeman wants to seize the opportunity to resume his trade with the village of Staddle. Objective #1: Beeman has asked you to inform his former trade partner, a Hobbit named Lolo Wendingway, that he would like to resume their business. Lolo Wendingway can likely be found in Staddle, south of Combe.</p>								
	Gammy Boggs	8	Watcher Redweed	Tier 1	—	—	—	—
<p>OBJECTIVES: Watcher Redweed mentioned that one of the older Hobbits, Gammy Boggs, always bends his ear about the goings-on of the farms of Staddle east of the town centre. She might know a thing or two that needs doing out near the farms. Objective #1: Gammy Boggs lives on the second farm north of the road east from the centre of Staddle.</p>								

Quests: Bree-land



BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Getting the Blade Back	12	Kenton Thistleway	Tier 2	Tier 2	—	A Dwarf Made Blade	Forging a New Blade
<p>OBJECTIVES: Threatened by Nate, a lackey of a brigand named Blake, that he must provide him a sword or his family would be harmed, Kenton Thistleway stole Lofar's blade. Objective #1: Kenton told you that Nate said he was going to test the sword on some boars who roam near the abandoned graveyard north of Bree. If you can find Nate there, perhaps you can get Lofar's sword back. Nate may be found near the boar-dens in the valley below the abandoned graveyard, north of Bree. Objective #2: You found the brigand Nate, who stole Lofar's blade. Unfortunately for him, the blade broke and he was slain by one of the boars he sought to kill. You should speak to Kenton Thistleway and let him know that Nate will no longer trouble his family. Kenton Thistleway can be found near Bree's West-gate. Objective #3: You found Nate dead and Lofar's sword broken. Now Kenton Thistleway is afraid that the brigand Blake will come looking for his sword and will harm Kenton's family when he finds that it does not exist. Kenton has asked you to convince Lofar Ironband to forge another that he can use to appease Blake. Lofar Ironband can be found in the courtyard of the Stone-quarter in Bree, along the road south-east of the West-gate.</p>								
	Giant Problems	30	Amlan	Tier 3	Tier 3	Gelluiranc, Amlan's Cloak, Svalfang's Bane	Big Problems	—
<p>OBJECTIVES: The Ranger Amlan has learned that you assisted Dob Sandheaver with the giant Svalfang. Objective #1: Amlan has asked you to drive the giant Svalfang from the land. Svalfang's hut is north of Buckland, overlooking the Brandywine River.</p>								
	Haunted Alley	10	Mayor Graeme Tenderlarch	Tier 2	—	—	Brockenborings to Bree-town, Gondamon to Bree-town	Shield-brother
<p>OBJECTIVES: The Mayor of Bree received reports of a ghost in an alley, but none of the constables will investigate the rumour. Objective #1: Mayor Tenderlarch has asked you to investigate the rumours of a haunted alley and put the concerns of the Bree constables to rest. He has asked you to visit the alley by night, as that is the only time the ghost has been reported. The ruins the Mayor spoke of are in an alley not far from the South-gate, off to the right. Objective #2: Perhaps if you locate this lost ring the shade spoke of, it can rest. The ring is hidden at a barracks gate, but there is no barracks in Bree. The shade also mentioned a black rock, however. Objective #3: You should take the ring you found to the shade and see if that appeases it. The shade likely will only appear in the alley at night. The shade's alley is near the South-gate, in some old ruins.</p>								
	Haunted Forest	18	Gillemin Brandybuck	Tier 5	Tier 5	Watcher's Mace, Brandybuck's Leggings, Brandybuck's Shoes, Brandybuck's Cudgel, Estellos	New Trouble in the Old Forest	—
<p>OBJECTIVES: Gillemin Brandybuck believes the great spider nest he found is at the centre of the stirring of the Old Forest. Objective #1: Gillemin has asked you to gather some friends and investigate the spider nest he found. The spider nest lies near the Willow Glade, to the south of Gillemin's old camp. Objective #2: The old forester awaits you at his new camp, south-east of Old Muddyfoot's Hill.</p>								
	Heading West	24	Aradia	Tier 4	Tier 4	Tirithol, Brethann	—	—
<p>OBJECTIVES: Three Elves are journeying to the Grey Havens and have stopped in Andrath, briefly sojourning in Bree-land to help cleanse the land of an ancient corruption before passing into the West. Objective #1: As one last favour before leaving Middle-earth, Aradia and her companions would like to help cleanse the Shadow of Angmar from the Barrow-downs. She has asked you to enter Othrongroth and send the fell spirits which dwell there back to their master. There is a southward pass into the Barrow-downs, east of Adso's Camp. Othrongroth, the Great Barrow, is near the southern end of the Barrow-downs. The fell spirits can be found within Othrongroth behind a door displaying a skull. Objective #2: You should return to Aradia with news of your success against the fell spirits of the Great Barrow. Aradia is near Adso's Camp, along the Great East Road, west of the entrance to the Barrow-downs.</p>								
	Healing Stores	9	Bruner Stoutthrush	Tier 3	Tier 3	Stoutthrush's Shield, Stoutthrush's Blade	Pipe-weed Delivery	—
<p>OBJECTIVES: Leecher Cartwell has ordered some supplies from Bruner Stoutthrush, who has in turn run out of stock. Objective #1: The Hobbit Hoderic Bracegirdle supplies Stoutthrush with the healing salve he sells to Leecher Cartwell. Hodric Bracegirdle lives on the river side of Brandy Hall in Buckland. Objective #2: Hodric, not entirely happily, gave you the crate Bruner requested. You should bring it to Stoutthrush straight away. Bruner Stoutthrush does business at the Combe-gate in Bree.</p>								
	Horses for Hire	15	Cam Applewood	Tier 1	—	—	The Forgetful Dwarf	The Forgetful Dwarf
<p>OBJECTIVES: Cam Applewood works on a horse-farm called Hengstacer in the Bree-fields. He was approached by a Dwarf who wanted to hire some horses for an expedition. Objective #1: Cam asked you to check up on an old Dwarf who wanted to explore the ruins near Hengstacer. The old Dwarf was last seen walking to the old ruins to the south-east.</p>								








BREE-LAND								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Into Bree	8	Lolo Wendingway	Tier 1	—	—	Report From Staddle, The Errant Coinpurse	—
OBJECTIVES: Lolo Wendingway mentioned that Bree-town is aflutter with rumours of shadows growing and refugees pouring in from the south. He told you to seek out Captain Heathstraw if you were looking to continue your assistance of Bree-land. Objective #1: Lolo Wendingway mentioned that the Captain may have some knowledge of people needing things done throughout Bree. Captain Heathstraw can be found near the Boar Fountain in the centre of the Market Square in Bree-town.								
	Into the Woods	20	Gil Sandheaver	Tier 2	Tier 2	—	—	By Axe and Fire
OBJECTIVES: The woods of Bree-land can be dark and mysterious. Some places are darker than others. Objective #1: Gil Sandheaver asked you to speak with Farmer Maggot about the strange thing he saw in the Chetwood. Farmer Maggot is at his farm in the Shire, across the Brandywine River and to the south. Objective #2: Farmer Maggot suggested you speak to the River-maiden Goldberry about Gil Sandheaver's strange encounter. Goldberry's spring is deep within the Old Forest, east of the Shire, past Buckland.								
	Lalia's Safe Passage	16	Lalia	Tier 4	Tier 3	Guardian of Lalia, Defender of Lalia, Lalia's Champion	The Search for Lalia	—
OBJECTIVES: You've come across a very frightened Hobbit girl, Lalia, on the Barrow-downs. She's asked for your help in getting back to Bree and her father, Bob, who works for Barliman Butterbur at the Prancing Pony. Objective #1: Lalia has asked you to help her get back to Bree safely. In addition, she has asked for your help finding the cloak she dropped somewhere on the Barrow-downs. You must protect her as she searches for her cloak, then leaves the Barrow-downs. You must take Lalia to the north-gate of the Barrow-downs. Objective #2: You have helped Lalia make her way home, and as thanks she has given you her cloak. She has asked you to bring her cloak to her father, Bob, Barliman Butterbur's assistant, as proof that she is safe. Bob can be found at The Prancing Pony in Bree.								
	Lily's Secret	11	Gammy Boggs	Tier 2	Tier 1	Boggs' Greatword, Aedail	Eyes of Staddle	Falco's Garden
OBJECTIVES: Gammy Boggs is certain that Falco Greenhand has gotten into some kind of trouble that he cannot get out of, and the cryptic message you received from Lily is not helping to ease her mind. Objective #1: Gammy Boggs believes that with the proper coaxing Lily will tell all that she knows about Falco's plight. Lily Underhill can be found outside her home east of Gammy Boggs' home, at the foot of the hill, north of the road. Objective #2: Lily Underhill said she could not say specifically what Falco Greenhand's trouble was, but she could show you, if you looked at the right things. As a hint, she sent you to gather lilies. Lilies can be found in the forested area south of the Yellow Tree, south of Lily Underhill's house. Lily Underhill can be found outside her home to the north, east of Gammy Boggs' farm. Objective #3: Lily Underhill said she could not say specifically what Falco Greenhand's trouble was, but she could show you, if you looked at the right things. As a hint, she sent you to gather lilies. Red lilies can be found in the forested area south of the Yellow Tree, south of Lily Underhill's house. Objective #4: Lily told you—without telling you—that the Big Folk camped at the ruins in the south Chetwood are the reason that Falco Greenhand's farm is suffering. Return to Gammy Boggs at her farm west of Lily Underhill.								
	Message for the Constable	7	Himloc Grouse	Tier 2	—	—	—	Stolen Pipe-weed
OBJECTIVES: Himloc Grouse of Staddle is convinced that the Blackwold brigands have been stealing from his pipe-weed field and wants Constable Bolger to do something about it. Objective #1: Himloc Grouse has asked you to take a letter to Constable Bolger communicating his concerns about the Blackwolds. Constable Bolger lives to the south-east of Staddle, on the outskirts of the town.								
	Message to Taylor Green	7	Builder Earur	Tier 1	—	—	Builder Earur	—
OBJECTIVES: Earur wishes to aid the people of Archet and believes that there are enough supplies to begin the rebuilding process. To ensure that supplies do not dwindle too quickly he directed you to visit Taylor Green at the Combe Lumber Yard. Objective #1: Builder Earur mentioned that Archet would need more wood to completely rebuild. He asked you to visit the Combe Lumber Yard and tell Taylor Green that Archet needs more wood. Tell Taylor Green at the Lumber Mill in Combe that Builder Earur needs more wood in Archet.								
	Mourning the Dead	9	Gail Catchpole	Tier 2	Tier 1	Catchpole's Club, Catchpole's Helm	—	—
OBJECTIVES: Gail Catchpole's father perished in the flames of The Mad Badger Inn, and many of their belongings were stolen by the Blackwold brigands. Objective #1: Gail wants to find the brigands who stole her dead father's favourite fishing pole and retrieve it. She has sent you to ask Constable Wren for information about the brigands and where they might have taken her stolen goods. Constable Wren can be found at the guard-house on the hill east of Combe. Objective #2: Constable Wren suggested that the brigand who looted the fishing pole belonging to Gail Catchpole's dead father may be near the watering hole beneath the Blackwold main encampment. The main encampment of the Blackwolds is in the Chetwood, north of the guard-house.								
	Neeker-friend	9	Roderick Neeker-friend	Tier 3	Tier 2	—	—	—
OBJECTIVES: Roderick Neeker-friend is worried about Sniken, his pet Neekerbrecker, and has asked for your help cheering him up. Objective #1: Roderick Neeker-friend asked you to collect wings from the sickle-flies found in the Midgewater Marshes to help feed his pet Neekerbrecker, Sniken. Greater sickle-flies are found mainly in the southern Midgewater Marshes.								

Quests: Bree-land



BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Neekers in the Marshes	7	Watcher Reedy	Tier 3	Tier 2	—	—	Spiders in the Midgewater
<p>OBJECTIVES: Though always on the watch for the goblins, Watcher Reedy believes the creatures of the Midgewater Marshes, east of Staddle, are no less of a threat to the town. Objective #1: Watcher Reedy is worried that the growing Neekerbrecker population in the north of the Midgewater Marshes poses a threat to Staddle that is being overlooked by the watchers because of the goblin troubles. The Midgewater Marshes lie to the east of Staddle, beyond Swatmidge's farm. Objective #2: Watcher Reedy will be pleased to learn that you have succeeded in thinning the numbers of the Neekers in the Marshes. Watcher Reedy loiters in Staddle, near town centre.</p>								
	New Trouble in the Old Forest	16	Toly Brockhouse	Tier 3	Tier 3	—	The Wood-cutter's Tale	Haunted Forest
<p>OBJECTIVES: Toly Brockhouse is disturbed by the fact that everything you brought him was spoiled. This, as well as the stirring of the forest creatures has upset him. Objective #1: Toly Brockhouse asked you to seek the counsel of an old forester named Gillemin Brandybuck. Gillemin Brandybuck's camp is a distance to the south-east in the Old Forest, beyond Old Muddyfoot's Hill. Objective #2: You found the forester, but Gillemin's news is worse than Toly probably expects. Gillemin reports running into a glade full of monstrous spiders, which chased him away. He dropped his pack at his old campsite and has asked you to retrieve it. Gillemin Brandybuck's old camp lies to the south-east, but the way is winding. Head south across the water, west into the woods, then look for a path that works its way east and south. Objective #3: You have recovered Gillemin's pack as he requested. Now you should return to him. Gillemin Brandybuck is encamped to the north-west, south-east of Old Muddyfoot's Hill.</p>								
	Now to Eastfarthing	10	Adso Haybank	Tier 3	Tier 3	—	Off to Staddle	Payment in Full
<p>OBJECTIVES: Adso Haybank has been very grateful for your assistance with his debts, but he now needs your help with a more personal matter. Objective #1: Adso Haybank has asked you to gather wild mushrooms from Buckland, so that he may present them to Rosa Proudfoot as a gift. However, he warned you to avoid killing any rats or slugs you may find along the riverbanks, since their smell might taint the mushrooms. Wild mushrooms can be found along the eastern banks of the Brandywine River, north of Bucklebury. Objective #2: You have collected the mushrooms Adso Haybank requested and managed to do so without killing any rats or slugs. Now Adso eagerly awaits your return. Adso Haybank's camp is east of Buckland along the Great East Road.</p>								
	Off to Staddle	10	Adso Haybank	Tier 3	Tier 3	—	To Mr. Butterbur	Now to Eastfarthing
<p>OBJECTIVES: Adso Haybank has asked you to help him repay the debts he incurred to build his hunting lodge and way-station. Objective #1: Adso borrowed some hides from Ham Rushlight in Staddle to make some ramshackle stables. Now he has asked for your help collecting hides with which to repay Ham. Only unmarred hides will do. Bears roam the Breefields around Adso Haybank's camp, and wolves can be found in the Old Forest. Ham Rushlight is in Staddle, east and south of Adso's camp, and due south of Combe. Objective #2: Ham Rushlight would like you to thank Adso Haybank for the delivery of the furs. Adso Haybank's camp is west of Bree-town, along the Great East Road.</p>								
	Old Bauman's Farm	8	Old Bauman	Tier 3	Tier 2	Cooked Carrots, Eggs and Onions	—	—
<p>OBJECTIVES: The Blackwold brigands seized Old Bauman's farm during the early days of their uprising. Objective #1: Old Bauman lost his farm to the Blackwolds when they retreated from Archet, and he would like you to go there and retrieve his Sally's chain for him. Old Bauman's farm lies far to the east of Combe, beyond the brigand camps in the Chetwood, at the end of the eastward path. Old Bauman is at the logging camp, south of the Chetwood, east of Combe.</p>								
	Old Bloodtusk	5	Cal Sprigley	Tier 3	Tier 3	Fine Longsword, Fine Two-Handed Sword, Fine Dagger, Stick Shortbow, Fine Wooden Staff	The Spies, The Assault on Archet	—
<p>OBJECTIVES: Cal Sprigley is concerned about a particularly dangerous and aggressive boar living near a watering hole just east of his farm. Objective #1: Cal Sprigley has asked you to dispose of Old Bloodtusk before the boar can bring harm to anyone else. Old Bloodtusk's den, which is built in a rotten, old tree stump, lies east of Sprigley's Farm. Objective #2: At Cal Sprigley's request, you hunted and slew the great boar Old Bloodtusk. You should return to the farmer with news of your success. Cal Sprigley awaits your return at his farm, west of Old Bloodtusk's den.</p>								
	Old Forest Investigation	13	Saradoc Brandybuck	Tier 4	Tier 4	Cooked Carrots, Eggs and Onions, Fried Mushrooms	Rollo and Doderic	—
<p>OBJECTIVES: Old Farmer Maggot sent you to Brandy Hall to speak with Saradoc Brandybuck, but the Master of Brandy Hall has not seen Rollo Maggot either. Objective #1: Farmer Maggot sent you to Brandy Hall to look for his son Rollo. Saradoc Brandybuck has suggested that his nephew Doderic may have taken Rollo out to the Old Forest. Rollo and Doderic may be at Bald Hill in the Old Forest, east of the Bonfire Glade. Objective #2: Doderic Brandybuck is afraid that someone has been threatening his friend Rollo Brandybuck. Rollo Maggot may be found at an abandoned cottage near the Witherwindle south-east of Bald Hill. It is reached by heading west through the Shifting Wood, then turning south and south-east. Objective #3: You found Rollo Maggot standing over the corpse of a Man. He asked you to return to Doderic Brandybuck and tell him that he is all right, and there is no need to worry. He also asked you not to tell Doderic what happened with the brigand. Doderic Brandybuck is waiting at Bald Hill to the north, east of the Bonfire Glade. Objective #4: You found Rollo Maggot standing in shock over the corpse of a brigand, but he seemed unharmed. You should return to Farmer Maggot and let him know. Farmer Maggot's farm is south along the river road, on the western side of the Brandywine Bridge.</p>								

BREE-LAND								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Old Forestry	12	Celandine Brandybuck	Tier 2	Tier 2	—	—	Unwelcome Strangers
OBJECTIVES: Celandine Brandybuck borrowed some notes on the Old Forest from Farmer Maggot, a resident of the Marsh in the Shire. The time has come for her to return them. Objective #1: Celandine Brandybuck has asked you to return the notes she borrowed from Farmer Maggot on her behalf. Farmer Maggot's farm is south on the river road, on the western side of the Brandywine Bridge.								
	On to Staddle	8	Lolo Wendingway	Tier 1	—	—	The Errant Coinpurse	—
OBJECTIVES: Lolo Wendingway mentioned that the people of Staddle are dealing with some peculiar goings-on and told you to visit Watcher Redweed for more information. Objective #1: Lolo Wendingway advised you to seek out Watcher Redweed to help out with troubles brewing in the surrounding areas. Watcher Redweed can be found in Staddle centre.								
	Orc-slayer	14	Saeradan	Tier 3	Tier 3	—	Sharkey's Plan	The Vale of Andrath
OBJECTIVES: According to the letter you found, Orcs have come down from the north, and Sharkey's Men are attempting to ally with them. Objective #1: Saeradan requires your help dealing a telling blow against the Orcs from the north. The more Orcs slain, the better the chances that an alliance between the brigands and the Orcs will be ineffectual. The Orcs are encamped north along the Greenway and wander along the countryside. Objective #2: Your venture has met with success. You should report back to Saeradan. Saeradan's cabin is on a wooded hill east of Thornley's farm.								
	Payment in Full	12	Adso Haybank	Tier 3	Tier 4	Adso's Vest, Adso's Blade, Torch	Now to Eastfarthing	—
OBJECTIVES: Adso Haybank has had enough of the brigands who have been extorting money and food from him. Objective #1: Desperate to rid himself of his debts and his troubles, Adso Haybank has asked you to deal with Bill Ferny's associates at the Old Sweetgrass Farm. The brigands have encamped at the Old Sweetgrass Farm northeast of Adso Haybank's camp. Objective #2: Desperate to rid himself of his troubles, Adso asked you to drive off the brigands who were extorting money from him. The Hobbit will be glad to know that you have succeeded. Adso Haybank's camp lies south-west of the Old Sweetgrass Farm, along the Great East Road.								
	Pickthorn's Treasure	7	Mason Thorne	Tier 3	Tier 2	Pick's Hammer, Pickthorn's Boots	The Logger's Ledger	—
OBJECTIVES: Mason Thorne's ledger revealed the location of the old Hanging Tree. Now you can search for Ted Pickthorn's treasure. Objective #1: After reading through the ledger you recovered for him, Mason Thorne was able to point you to the location of the Hanging Tree. The south-easternmost stump in the stump field, the one closest to Staddle Falls, was once the Hanging Tree. Objective #2: Following Thorne's instructions, you found the stump of the Hanging Tree. You dug up something buried beneath the stump, but it is not what Ted Pickthorn had led you to believe. His father's treasure appears to be a pair of old boots. Ted Pickthorn is on the east side of Combe.								
	Pipe-weed Delivery	9	Bruner Stoutthrush	Tier 2	Tier 2	—	Family Treasures	Healing Stores
OBJECTIVES: Bruner Stoutthrush, a merchant in Bree, has asked you to deliver an order to two of his customers. Objective #1: Stoutthrush wants you to bring the cask of pipe-weed to Roger Hawkling. Roger Hawkling can be found at Adso Haybank's camp along the Great East Road, west of Bree, north of the Old Forest.								
	Posco's Uncle	8	Posco Burrows	Tier 2	Tier 1	Walking Staff, Took Gauntlets	—	—
OBJECTIVES: Posco Burrows is concerned that his uncle, Filbert Burrows, has gone deep into the Chetwood to 'have a word' with the Blackwold brigands and wants to make sure he has not gotten himself into trouble. Objective #1: Posco Burrows has asked you to look for his uncle, Filbert, and make sure he is unharmed. Filbert Burrows should be somewhere along the road east of Combe heading towards the Chetwood. Objective #2: You found Posco Burrow's uncle, Filbert, sitting on a stump at the crossroads in the Chetwood. He wants you to collect a handkerchief taken by Cole Sickleleaf. Cole Sickleleaf is at the ruins between the main Blackwold encampment and Skunkwood's Farm. Objective #3: You should return Filbert Burrow's handkerchief to him and convince him to leave the area. Filbert Burrows is waiting at the crossroads in the Chetwood. Objective #4: Filbert Burrows, determined to remain where he is until the Blackwolds relent, has asked you to return to Combe to tell his nephew, Posco Burrows, that he is fine. Posco Burrows is waiting for you at the Lumber Camp by Combe.								
	Proving Your Quality	35	Éogar, son of Hadorgar	Tier 2	Tier 2	—	Fresh Steed for Othrikar	—
OBJECTIVES: Éogar, satisfied with your work for him, is ready to complete your training. Objective #1: You have completed the course and should now speak with Éogar. Éogar is at Hengstacer, north of Bree-town.								

Quests: Bree-land



BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Purging the Dead	22	Chief Watcher Grimbriar	Tier 4	Tier 4	Gimbriar's Knife, Yellowtusk Spear, Chief Watcher's Bow	Calming the Wake	—
<p>OBJECTIVES: There are many rumours that mysterious Black Riders ride the land, and behind them ancient evils are stirred. Chief Watcher Grimbriar is worried that tales of walking dead in the Barrow-downs will eventually mean doom for Bree. Objective #1: Chief Watcher Grimbriar, even more anxious upon learning that the wights are not an old wives' tale, has asked you to enter the Great Barrow and keep the wights from getting out. He recommended you take friends with you. The Barrow-downs lie to the west of Bree, south of the Great East Road. The Great Barrow is at the southern end of the Barrow-downs. Objective #2: You should return to Chief Watcher Grimbriar and let him know that you have destroyed many wights within the Great Barrow. Grimbriar is outside of Town Hall in Bree.</p>								
	Quality and Character	9	Eldo Swatmidge	Tier 3	Tier 2	—	Widow Froghorn's Pipeweed	Farmer's Market
<p>OBJECTIVES: Eldo Swatmidge is a successful farmer, but he is lonely. He has sought your help to woo his neighbour, the Widow Froghorn. Objective #1: Eldo wants to show Asphodel that he is willing to see to her protection. He has asked you to drive the bears away from her farm. There are bears south of the Widow Froghorn's farm. Objective #2: You have killed the bears as requested, so you should now speak to the Widow Froghorn. Asphodel Froghorn is at her farm. Objective #3: Asphodel Froghorn was pleased to learn that Eldo is both thoughtful and caring, but she still asked you to tell Eldo Swatmidge that her answer was still no. Eldo Swatmidge's farm is up the road north and east of the Widow Froghorn's farm.</p>								
	Question the Prisoner	3	Jailor Ned Pruner	Tier 2	Tier 2	—	The Spies, The Assault on Archet, The Jailor	—
<p>OBJECTIVES: The traitor, Calder Cob, refuses to speak with the gullible jailor, Ned Pruner, until he has some bilberry cakes. Objective #1: Ned Pruner has asked you to gather enough bilberries to bake the cakes that Calder Cob demanded. Bilberry bushes grow near the Hunter's Lodge east of Archet. Objective #2: You collected the bilberries which Ned Pruner requested. You should return to Ned with the berries. Ned Pruner can be found at Archet's jail.</p>								
	Rangers and Rogues	12	Chief Watcher Grimbriar	Tier 3	Tier 3	—	Sharkey's Men	Shadow of the White Hand
<p>OBJECTIVES: After the discovery of the brigand-medallion, Chief Grimbriar has reluctantly asked you to go to the Ranger Saeradan and discuss the brigands' organization. Objective #1: Grimbriar does not trust the Rangers, but wonders if Saeradan might not know a little more about the brigands. He has suggested that you take the medallion to the Ranger and learn what he has to say about it. Saeradan has a cabin in the Bree-fields, north of Bree and a little east. Objective #2: Grimbriar asked you take the medallion you found to the Ranger Saeradan, but Saeradan proved unable to help you. He did suggest, however, that the brigand-captains may carry evidence that will illuminate the meaning of the medallion. Defeat one of the Southern Lieutenants or Southern Leaders located in the Bree-fields and search his remains. There is a small band of brigands to the south-west of Saeradan's cabin, on Thornley's land. Objective #3: The threat described by the note you discovered on the brigand-captain seems far more serious than either Grimbriar or Saeradan may have realized. You should take the note back to Saeradan. Saeradan remains at his cabin, east of Thornley's fields.</p>								
	Reconnecting Ties	9	Maida Woodwright	Tier 3	Tier 2	Lesser Celebrant Salve, Lesser Essence of Athelas	—	—
<p>OBJECTIVES: Maida Woodwright had an argument with her son Covell, and she has not seen him since. The Blackwold activity in the area has made her nervous, and she is seeking news of him. Objective #1: Maida Woodwright has asked that you speak with Constable Wren regarding the whereabouts of her son, Covell. Constable Wren is at the guard-house, east of Combe. Objective #2: Maida Woodwright sent you to speak with Constable Wren, who suggested that Covell joined the Blackwolds and would likely be found near one of their camps in the Chetwood. Covell may be found at one of the Blackwold camps north and east of the Combe lumber camp. Objective #3: You discovered Covell Woodwright on the path leading through the Chetwood, and he attacked you. Though you defeated him, he escaped deeper into the woods. Constable Wren will want to hear of your encounter with the brigand. Constable Wren patrols near the guard-house on the hill south of the lumber camp and east of Combe. Objective #4: Maida Woodwright must be told that her son Covell has joined the Blackwold brigands. Maida Woodwright is back in Combe.</p>								
	Report From Staddle	11	Watcher Redweed	Tier 2	Tier 2	—	Two Chieftains	—
<p>OBJECTIVES: Watcher Redweed would like word of your victory against the goblins carried to Second-watcher Heathstraw of Bree. Objective #1: Watcher Redweed has asked you to deliver his message to Second-watcher Heathstraw. Second-watcher Heathstraw is at the Boar Fountain in Bree, north and west of Staddle.</p>								
	Return to the Barrow-downs	16	Newbold Leafcutter	Tier 3	Tier 2	—	Foray into the Barrow-downs	Ruins of Cardolan
<p>OBJECTIVES: Newbold Leafcutter wants to solve the mystery of why there are wights in the Barrow-downs and has asked you to return there. Objective #1: Newbold has told you that you should dig at the entrances to the barrows of Taradan, Orron and Ringdor. To help in your digging, he has given you a blunted pick-axe to use. This tool will help prevent any damage the digging may cause to any lore fragments you uncover. The barrows of Taradan, Orron and Ringdor lie in the north Barrow-downs. Objective #2: Your digging at the barrows of Taradan, Orron and Ringdor has uncovered three fragments of lore, written on scraps of parchment. You should bring these fragments to Newbold Leafcutter in Bree. Newbold Leafcutter waits for you beyond the High Bridge at the southern end of the Upper Way in Bree.</p>								











BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Rollo and Doderic	12	Farmer Maggot	Tier 2	—	—	Unwelcome Strangers	Old Forest Investigation
OBJECTIVES: Rollo Maggot, one of Farmer Maggot's sons has gone missing, and Farmer Maggot is worried. Objective #1: Farmer Maggot has asked you to find his son Rollo. He suggested that Rollo may be off gallivanting with his friend Doderic Brandybuck and that Doderic's uncle, Saradoc, may know where they are. Saradoc Brandybuck can be found at Brandy Hall at the centre of Buckland, south of the Buckland Gate.								
	Ruins of Cardolan	18	Newbold Leafcutter	Tier 4	Tier 3	Skunkwood's Shield, Dagorcham	Return to the Barrow-downs	Collecting History
OBJECTIVES: In the lore fragments you brought him earlier, Newbold Leafcutter has discovered that the Men of Cardolan made a final stand at a fortress in the south of the Barrow-downs. Objective #1: Newbold Leafcutter has asked you to search the ruins of Ost Gorthad for an ancient chest. He hopes that lore from the Men of Cardolan may have survived the long years since the Great Plague in such a chest. If you find such lore, you should bring it to Newbold. You may find a chest in the ruins of Ost Gorthad in the south Barrow-downs. Newbold Leafcutter waits for you beyond the High Bridge at the southern end of the Upper Way in Bree.								
	Rurik Fennel, Locksmith	8	Constable Sageford	Tier 2	—	—	Blackwold Valuables	Blackwold Thieves
OBJECTIVES: After discovering a letter on the brigand supervisor at Old Bauman's farm, you delivered it to Constable Sageford to discover the identity of "R.F." is Rurik Fennel a locksmith in Combe. Sageford wants you to confront Rurik about his possible involvement with the Blackwolds. Objective #1: Constable Sageford wants you to confront Rurik Fennel of the coincidences surrounding the Blackwold brigands and his name and initials appearing on their crates and letters they carry. Rurik Fennel, a local locksmith, lives on the road that runs south past The Comb and Wattle Inn in Combe. Objective #2: Rurik Fennel appears to have been an unwitting and bullied pawn of the Blackwold. Constable Sageford awaits news of Rurik's involvement near the centre of Combe.								
	Scouting the Marshes	10	Watcher Redweed	Tier 3	Tier 2	—	—	The Threat of Fire
OBJECTIVES: Watcher Redweed has asked for your help dealing with goblins that have taken up residence in the Midgewater Marshes. Objective #1: Watcher Redweed wants you to visit two ruins in the southern Midgewater Marshes and defeat goblins at each location to assess the threat the goblins pose to Staddle's well-being. The Sunken Stones are located south-east of Eldo Swatmidge's farm, east of Staddle. The Goblinhole Ruins are far to the east and south of the Sunken Stones. Objective #2: You should report your findings at the ruins to Watcher Redweed in Staddle. Watcher Redweed is at town centre in Staddle.								
	Searching for Fresh Springs	13	Adso Haybank	Tier 3	Tier 3	Adso's Club, Adso's Two-Handed Axe, Bregdail	—	—
OBJECTIVES: Adso Haybank and his companions are running out of water and need help replenishing their supply. Objective #1: Adso Haybank has asked you to fetch water from the spring his hunters found. He warned you to take friends to protect you from the dangers of the Old Forest. The entrance to the Old Forest is to the south of Adso's camp. The spring lies westward within the Forest. Objective #2: Upon finding the spring that Adso sent you to, you noticed a beautiful but strange-looking woman standing underneath the oak tree on the western bank of the river. Perhaps she possesses the means for you to take water back to Adso's camp. Objective #3: Adso sent you into the Old Forest to fetch water, but empty-handed. Goldberry has given you a bucket in which to carry water back to Adso's camp and has granted you leave to draw from her pool, but warns that the Forest is dangerous. The entrance of the Old Forest lies to the east, and Adso's camp is north from there. Objective #4: Adso wishes to speak with you again.								
	Shadow of the White Hand	13	Saeradan	Tier 3	Tier 3	Saeradan's Bow, Saeradan's Trousers, Saeradan's Iron Bracelet	Rangers and Rogues	—
OBJECTIVES: Disturbed by the contents of the note you found, Saeradan has set you the task of ferreting out the elusive and mysterious Sharkey. Objective #1: Saeradan has sent you to meet a spy he infiltrated into the ranks of the brigands, in hopes that he will reveal information about Sharkey and his plans. Saeradan's spy will meet you at night by a grey rock in a stand of trees, north of Bree-town. Objective #2: The spy's notes further supported the brigand's letter, verifying that Sharkey is no brigand himself, but an influential Man of the south. Saeradan should be warned. Saeradan remains at his cabin east of Thornley's fields.								
	Sharkey's Men	12	Chief Watcher Grimbriar	Tier 3	Tier 3	—	—	Rangers and Rogues
OBJECTIVES: Chief Grimbriar wants you to investigate the brigands of the Bree-fields, who have become better organized and more dangerous of late. Objective #1: Chief Watcher Grimbriar has asked you to investigate the increased brigand activity. Beyond the general area to look, he has little guidance to give you. The brigands make their camps all throughout the hills north-west of Bree. Objective #2: Grimbriar sent you to find evidence explaining the sudden organization of the various brigand bands. In your investigation, you found a medallion upon the body of one of the brigands, which might interest the Chief Watcher. Chief Watcher Grimbriar can be found in front of Town Hall in the south-east corner of Bree.								

Quests: Bree-land



BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Sharkey's Plan	14	Saeradan	Tier 3	Tier 3	—	—	Orc-slayer
<p>OBJECTIVES: Sharkey's Men have holed up in a camp they call Brigands' Watch. Saeradan wants you to go there and gather information about Sharkey and his plans. Objective #1: Saeradan has instructed you to search the tent of the brigand-captain at Brigands' Watch to find any correspondence from Sharkey that may divulge information about his plans. Brigands' Watch sits on a hill north of Adso's camp near the Old Forest. If you find any information at the Watch, bring it back to Saeradan at his cabin east of Thornley's farm in the Bree-fields.</p>								
	Shield-brother	14	Lost Shade	Tier 3	—	—	Haunted Alley	Bone Man
<p>OBJECTIVES: At the behest of Graeme Tenderlarch, the Mayor of Bree, you investigated the rumour of a ghost in Bree..only to discover it was more than just a rumour. Objective #1: The shade asked you to search for his shield-brother in the northern Barrow-downs. He told you he will try to guide you using the ring. The north entrance to the Barrow-downs is just south of the Great East Road, not far from Adso Haybank's camp. Objective #2: Search the barrow for a way inside. Objective #3: The wight-slave bragged that someone called the Bone Man has the shades of the Barrow-downs in thrall. You must defeat the wight-slave. Objective #4: You should take the ring back to the shade in Bree and tell him of your encounter with the wight-slave and of the Bone Man. The shade will not likely appear in his alley except at night. The shade's alley lies near Bree's South-gate.</p>								
	Snapper Soup	20	Emma Rosethorn	Tier 2	Tier 2	Rosethorn's Robe, Snapper Soup	—	—
<p>OBJECTIVES: Emma Rosethorn has asked for your assistance hunting snapper-turtles for their shells and meat for her famous snapper soup. Objective #1: Snapper-turtles can be found on the islands and along the shore of Nen Harn, to the east of Hengstacer.</p>								
	Spider-bane	9	Atli Spider-bane	Tier 3	Tier 3	Iornaiith's Bane, Iornaiith's Ward	Finding Reason	—
<p>OBJECTIVES: An ancient spider-queen has pursued Atli Spider-bane to Archet and invaded Cal Sprigley's farm. Objective #1: To prevent Iornaiith's brood from overrunning Archet, Atli Spider-bane has asked you to find and slay the spider-queen. Atli suggests searching the spider caves beneath Sprigley's farm for a secret entrance into the Iornaiith's lair. Sprigley's farm south of Bronwe's Folly. One entrance to the spider tunnels lies through the cellar of Sprigley's shed, while the other is through the cave mouth due west of the Hunter's Lodge. Objective #2: You should take news of Iornaiith's defeat to Atli Spider-bane. Atli Spider-bane can be found at the north end of Archet, west of the spider-cave, north-west of Sprigley's farm.</p>								
	Spiders at the Walls	4	Atli Spider-bane	Tier 3	Tier 3	Frail Longsword, Wooden Staff, Atli's Shield	Seeing to the Defence, The Assault on Archet	—
<p>OBJECTIVES: Atli Spider-bane asked one of Jon Brackenbrook's hunters to clear out some of the spiders which have overrun the Old East Path, but he has yet to return. Objective #1: Suspecting that Jon Brackenbrook's hunter went off for an ale instead of the duty he was hired for, Atli asked you to go in and clear out the spiders. He also mentioned that you ought to search for the missing hunter, while you were out there. The Old East Path is west of the hunter's lodge. Objective #2: While clearing the spiders from the Old East Path, you found the first hunter Atli had sent out, slain by the spiders. In the hunter's hand was Atli's axe, but it was broken during battle. You should return to Atli with the ill news. Atli Spider-bane can be found out front of the hunter's lodge.</p>								
	Spiders in the Midgewater	8	Watcher Reedy	Tier 3	Tier 2	Watcher's Axe, Reedy's Hat	Neekers in the Marshes	—
<p>OBJECTIVES: Watcher Reedy is still concerned that the creatures of the Midgewater Marshes pose an overlooked danger to the people of Staddle. Objective #1: According to Watcher Reedy, a deadly new breed of spider has appeared in the northern Midgewater, and she has asked you to thin their numbers. The brood-watcher presence lies between the old Marshwater Fort and the Woodsedge Ruins in the Midgewater Marshes. Objective #2: Watcher Reedy will be delighted to hear of your success against the deadly marsh brood-watchers and their queen in the Midgewater Marshes. Watcher Reedy can be found with her fellow watchers near Staddle town centre.</p>								
	Stolen Notes	15	Oddvarr	Tier 3	Tier 3	Ironband's Staff, Ironband's Club	The Forgetful Dwarf	—
<p>OBJECTIVES: Oddvarr's pack was recovered, but he is no better off. The notes he wrote down are missing, and he suspects that some Orcs made off with them. Objective #1: Oddvarr's notes are missing, and he suspects the Tarkrip Orcs ran off with them. One of the Orcs must have them, if you can only find which one. Tarkrip Orcs from around Cirith Nur, west to northwest of Oddvarr in the North Bree-fields, have stolen Oddvarr's precious notes. Objective #2: You found Oddvarr's notes on the body of a slain Orc. Return to Oddvarr, south-east of Hengstacer. Objective #3: Oddvarr told you to seek out Lofar and tell him that his research into the ruins is going well. Lofar Ironband is in the town of Bree, in the Stone Quarter, down the road south from the West-gate stable-master.</p>								
	Stolen Pipe-weed	10	Constable Bolger	Tier 3	Tier 2	—	Message for the Constable	The Vigil
<p>OBJECTIVES: Constable Bolger wants to avoid receiving more letters from Himloc Grouse and is determined to stop the thefts from Himloc's fields. Objective #1: Constable Bolger has asked you to recover Himloc's pipe-weed from the brigands. Himloc's stolen pipe-weed should be in the brigand-occupied Yellow Tree Ruins, south and slightly to the east of Constable Bolger's house. Objective #2: You recovered Himloc's pipe-weed from the Blackwold brigands, as Constable Bolger asked of you. You should return it to Himloc as soon as possible. Himloc Grouse is in the town square of Staddle.</p>								

BREE-LAND								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Stolen Treasures	4	Ann Granger	Tier 3	Tier 3	Spiked Wooden Mace, Granger's Axe	The Spies, The Assault on Archet	—
OBJECTIVES: When Ann Granger, a member of Captain Brackenbrook's garrison, was run off of her land by the Blackwolds, she lost a satchel containing things that were valuable to her. Objective #1: Ann Granger has asked you to go to Blackwolds' Roost and recover her stolen satchel. Blackwolds' Roost lies in the ruins south of the Hunter's Lodge.								
	The Errant Coinpurse	7	Lolo Wendingway	Tier 3	Tier 3	Wendingway's Shoulder Pads, Wendingway's Club	Friendships Renewed	—
OBJECTIVES: Lolo wants to resume Burl Beeman's profitable trade between Combe and Staddle, but a Neekerbreaker ran off with his pack and the coinpurse therein. Objective #1: The Neekerbreaker that made off with Lolo Wendingway's pack dragged it into the Midgewater Marshes. You need to bring Lolo's pack back to him within a half an hour; otherwise, he will miss the good prices on Staddle pipe-weed. The Midgewater Marshes are east of Staddle. Lolo Wendingway is on the road between Combe and Staddle.								
	The Forgetful Dwarf	15	Oddvarr	Tier 2	Tier 2	—	Horses for Hire	Stolen Notes
OBJECTIVES: You met an old Dwarf named Oddvarr who seems a bit absent-minded. He is an explorer of some renown..or at least he says he is. Objective #1: Oddvarr set his pack down somewhere in the area and cannot seem to remember where. Oddvarr asked you to search the ruins to the north. Objective #2: You found Oddvarr's pack in some old ruins, north of where you spoke to Oddvarr. Objective #3: You found Oddvarr's pack containing his much-needed provisions. Oddvarr is by the haystacks south of the ruins where you found the pack.								
	The Jailor	3	Constable Thistlewool	Tier 1	Tier 1	—	The Spies, Question the Prisoner, Question the Prisoner	Question the Prisoner
OBJECTIVES: Ned Pruner is Archet's jailor. He is a good fellow charged with discovering the secrets Calder Cob traded to the Blackwold brigands. Objective #1: Constable Thistlewool suggested that you may be able to assist Ned Pruner to discover what Calder Cob told the Blackwold brigands. Ned Pruner is at the jail, north and east of the town-gate								
	The Logger's Ledger	7	Ted Pickthorn	Tier 3	Tier 2	—	Beneath the Hanging Tree	Pickthorn's Treasure
OBJECTIVES: Ted Pickthorn was greatly distressed when you told him the Hanging Tree and all the trees surrounding it had been chopped down. Objective #1: Ted Pickthorn asked you to speak with Mason Thorne, the foreman at the Combe lumber camp. He may recall which tree had been the hanging tree. Mason Thorne is at the lumber camp, north and east of the guard-house. Objective #2: Thorne sent you to retrieve his ledger from the Blackwold brigands encamped along the road. You should return the ledger to him at once. Mason Thorne awaits you at the lumber camp that lies east and north of Combe, south of the Chetwood.								
	The Pie-eating Contest	5	Humbert Sandheaver	Tier 1	Tier 1	—	—	—
OBJECTIVES: It is time for the pie-eating contest at the Bree-fields fair-ground. Come one, come all, and enjoy the fare. Objective #1: Eat six pies within the allotted amount of time. Objective #2: Eat six pies within the allotted amount of time. Objective #3: Eat six pies within the allotted amount of time. Objective #4: Eat six pies within the allotted amount of time. Objective #5: Eat six pies within the allotted amount of time. Objective #6: Eat six pies within the allotted amount of time. Objective #7: Stuffed and sticky with pie, you should now speak to the Pie-Man.								
	The Quartermaster	3	Constable Thistlewool	Tier 1	Tier 1	—	The Spies, Fresh Supplies, Fresh Supplies	Fresh Supplies
OBJECTIVES: The flood of refugees into Archet has caused a supply shortage, and Captain Brackenbrook's quartermaster, Peg Pruner, is having difficulty providing for the refugees. Objective #1: Constable Thistlewool mentioned that Peg Pruner may need assistance gathering food for the displaced inhabitants of Archet. Peg Pruner is at the north end of the Archet town square.								
	The Search for Lalia	15	Bob	Tier 2	—	—	Lalia's Safe Passage	Lalia's Safe Passage
OBJECTIVES: Bob's daughter, Lalia, has gone missing, and Bob fears she may have gone off in search of the "Last Prince," a character in one of the tales Barliman Butterbur tells to travellers. Objective #1: Bob has asked you to search the Barrow-downs for his missing daughter, who may have gone there in search of the fabled "Last Prince." He suggested you take friends with you. According to Butterbur's tale, the barrow of the Last Prince lies between Northern Barrows and the Dead Spire, near a large standing stone.								
	The Threat of Fire	10	Watcher Redweed	Tier 3	Tier 2	—	Scouting the Marshes	Two Chieftains
OBJECTIVES: The burning oil carried by the goblin-sappers that have crept into the Midgewater Marshes are particularly worrisome to Watcher Redweed, charged with the defence of Staddle. Objective #1: Watcher Redweed has tasked you with defeating the Midgewater Sappers before they can bring their deadly burning oil to Staddle. Goblin Sappers have infiltrated the southern expanse of the Midgewater Marshes. Objective #2: News of your success against the goblin-sappers should relieve Watcher Redweed of some of his worries. Watcher Redweed is in Staddle town centre.								

Quests: Bree-land



BREE-LAND

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Vale of Andrath	15	Saeradan	Tier 5	Tier 5	—	Orc-slayer	Broken Alliance
<p>OBJECTIVES: Sharkey's Men and their half-orc allies from the South have blockaded the Vale of Andrath, inhibiting trade with the southern nations. Objective #1: Word has come to Saeradan that Sharkey's Men and their half-orc allies have blockaded the Vale of Andrath. Saeradan must remain behind to keep an eye on the North, so he has asked you to gather together your allies and travel south, scattering the brigands and slaying their leader. The brigand encampment is at the southern end of the Vale of Andrath south down the Greenway, far beyond the Greenway Crossing. Objective #2: Saeradan will want to hear of your victory in the Vale of Andrath. Saeradan's cabin is east of Thornley's farm in the Bree-fields, along the north Greenway.</p>								
	The Vigil	10	Himloc Grouse	Tier 3	Tier 2	Everdail, Pipe-weed Defender	Stolen Pipe-weed	—
<p>OBJECTIVES: Himloc Grouse is certain the Blackwold brigands that have been stealing his crop of pipe-weed will not give up simply because you recovered some of it. Objective #1: Himloc is sure the Blackwold brigands will keep stealing from his pipe-weed crop unless you can defeat them as they try. Himloc advised you to bring some friends with you and told you the thieves only come out at night. Himloc Grouse's pipe-weed field is on the hill above Eldo Swatmidge's home, east of Staddle. Objective #2: Himloc will be pleased to hear that you have prevented the Blackwolds from stealing more of his pipe-weed. Himloc Grouse is in the town square of Staddle.</p>								
	The Wise Woman	9	Lily Underhill	Tier 2	—	—	Unwell Water	Fresh Flowers
<p>OBJECTIVES: Lily Underhill suggested that Willowsong could help. Objective #1: Draw a bucket of water from the well and bring it to Willowsong. Take the road east from the town square to the Widow Froghorn's farm, then south to Constable Bolger's house. The Silverwater Spring is south-east of there. Objective #2: You drew a bucket of water from the Staddle town well and brought it to Willowsong. Talk to Willowsong at Silverwater Spring.</p>								
	The Wood-cutter's Tale	15	Toly Brockhouse	Tier 3	Tier 3	—	—	New Trouble in the Old Forest
<p>OBJECTIVES: The wood-cutter has sprained his ankle and is unable to finish his chores for the day. He swears that the Old Forest intentionally tripped him. Objective #1: Because Toly Brockhouse, the wood-cutter, has sprained his ankle, he has asked you to gather mushrooms, wood, and maple sap for him. The mushrooms can be found in the western part of Old Forest, between the Bonfire Glade and Bald Hill. The wood can be collected from the wood-cutter's seasoning pile east of the Bonfire Glade and a little south. The sap can be collected from the old maple growing on Bald Hill, east of the Bonfire Glade. Objective #2: You should return to Toly with the things you collected for him. Toly Brockhouse awaits you at the entrance to the Old Forest, west of the Bonfire Glade.</p>								
	Thornley's Farm	14	Rose Thornley	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Brigands referring to themselves as Sharkey's Men have taken over the old Dogwood farm, threatening the neighbouring steads. Objective #1: Rose Thornley's husband is away, and she is afraid the brigands at the old Dogwood farm might try raiding her stead. She has asked you to help deter them. The brigands occupy the old Dogwood farm, south of Thornley's. Objective #2: Rose Thornley awaits word of your success. Thornley's Farm is north of the old Dogwood place.</p>								
	Thornley's Rescue	15	Robb Thornley	Tier 3	Tier 3	—	—	Thornley's Revenge
<p>OBJECTIVES: Robb Thornley, a Bree-land farmer, has been captured by marauding Orcs. Objective #1: Robb Thornley has asked you to help him escape from the Orc camp. Objective #2: Robb Thornley's wife, Rose, should be told of her husband's escape from the Orcs. Rose Thornley can be found at their farm in the Bree-fields, south of the Orc camp.</p>								
	Thornley's Revenge	16	Rose Thornley	Tier 3	Tier 4	Red Reaver's Doom, Thornley's Revenge	Thornley's Rescue	—
<p>OBJECTIVES: You rescued Robb Thornley from the Orcs, battered and beaten, but he is not satisfied with rescue. He wants retribution. Objective #1: On behalf of her husband, Rose Thornley has offered you a reward if you would go to the stockade and slay the Red Reaver. The Red Reaver is in the Orc-stockade on the western side of the Greenway, north of Thornley's farm. Objective #2: You should return to Thornley's farm at once to tell Rose of your victory and claim your reward. Thornley's farm is south along the Greenway from the Orc-stockade.</p>								
	To Mr. Butterbur	10	Adso Haybank	Tier 3	Tier 3	—	Adso's Delivery	Off to Staddle
<p>OBJECTIVES: Adso Haybank has asked you to help him repay the debts he incurred to build his hunting lodge and way-station. Objective #1: Since you were kind enough to help him with his shadier dealings, Adso Haybank has asked you to hunt some boars and gather their meat to repay Barliman Butterbur. Suitable boars can be found in the Southern Breefields near Adso's camp. Barliman Butterbur is at the Prancing Pony in Bree. Objective #2: Adso Haybank sent you to hunt and butcher some boars for meat with which to repay Barliman Butterbur. Barliman Butterbur is the proprietor of The Prancing Pony in Bree, east of the West-gate. Objective #3: Per your agreement with Adso Haybank, you delivered a large amount of boar meat to Barliman Butterbur. Mr. Butterbur asked you to return to Adso's camp and thank the Hobbit. Adso's camp is along the Great East Road, westward from Bree's West-gate.</p>								



BREE-LAND								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Treasure in the Web	8	Constable Sageford	Tier 3	Tier 2	—	Unpaid Debts	Blackwold Valuables
OBJECTIVES: Constable Sageford has learned that a Blackwold camp in the northern stretch of the Midgewater Marshes was recently abandoned to the spiders there. He believes they may have left a strongbox behind. Objective #1: Constable Sageford has asked you to search the spider-infested ruins in the Midgewater Marshes for another strongbox the Blackwolds may have left there. The spider-infested ruins lie near the centre of the Midgewater Marshes, south-east of Combe. Objective #2: Sageford sent you to the spider-infested ruins in the Midgewater Marshes where the Blackwold brigands recently encamped to find another strongbox. You should return to Sageford with the news of your success. Constable Sageford can be found near Combe town centre.								
	Trouble in Buckland	10	Barliman Butterbur	Tier 1	Tier 1	—	—	—
OBJECTIVES: According to Barliman Butterbur, there is trouble in Buckland that could use your talents. Objective #1: Talk to Celandine Brandybuck at Brandy Hall. Brandy Hall is at the centre of Buckland. Follow the road west from Bree until you see the Brandywine Bridge, then turn south into Buckland.								
	Two Chieftains	11	Watcher Redweed	Tier 3	Tier 2	Gurztâz's Doom, Gurzrum's Demise	The Threat of Fire	Report From Staddle
OBJECTIVES: Watcher Redweed believes that you are close to dealing the goblins in the Midgewater Marshes a decisive blow. Objective #1: Watcher Redweed believes that slaying the goblin-chieftains will drive the rest away. The two chieftains, Gurztâz and Gurzrum, are likely to be found in the Goblinhole Ruins in the southern stretch of the Midgewater Marshes. Objective #2: The defeat of the goblin-chieftains in the Midgewater Marshes should be a great relief to Watcher Redweed. Watcher Redweed is in Staddle town centre.								
	Unpaid Debts	6	Constable Sageford	Tier 3	Tier 2	—	—	Treasure in the Web
OBJECTIVES: Now that the Blackwold brigands have been largely pushed out of Archet, Constable Sageford wants to redistribute their stolen goods to those who suffered at their hands. Objective #1: Constable Sageford wants you to recover a brigand lockbox from one of the watchfires in the Chetwood. Its contents can then be used to reimburse those who lost property to the Blackwold. The Blackwolds have many camps along the road east and north of Combe. Constable Sageford is in Combe.								
	Unwelcome Strangers	12	Farmer Maggot	Tier 3	Tier 3	—	Old Forestry	Rollo and Doderic
OBJECTIVES: Farmer Maggot's produce was stolen by brigands. He managed to escape after driving the wagon to their camp, but without his produce. Objective #1: Farmer Maggot has asked you to retrieve his produce from the ruffians who accosted him. The brigands' stockade is north of the road, between the Brandywine Bridge and Adso's camp. Objective #2: Farmer Maggot awaits your return with his produce. Farmer Maggot's farm is south on the river road, west of the Brandywine Bridge.								
	Unwell Water	9	Longo Daegmund	Tier 1	—	—	Ailing Hound	The Wise Woman
OBJECTIVES: Longo Daegmund is convinced that something in the Staddle town well caused Gar's illness. Objective #1: Lily Underhill's home is east of the town square, past Boggs' Farm.								
	Wanetta the Wedge	9	Asphodel Froghorn	Tier 2	Tier 2	Lover's Mantle, Lover's Helm, Lover's Shield	Farmer's Market	—
OBJECTIVES: Eldo Swatmidge is a successful farmer, but he is lonely. He has sought your help to woo his neighbour, the Widow Froghorn. Objective #1: Asphodel Froghorn stated she would allow Eldo to court her, if he was willing to sell his dog. You should return to Eldo Swatmidge with the Widow's terms. Eldo Swatmidge's farm is up the road to the north and east of the Widow Froghorn's farm. Objective #2: Eldo Swatmidge cannot sell Wanetta even though he cares so much for Asphodel Froghorn. He has asked you to deliver his message to the Widow. The Widow Froghorn's farm is on the road west and south of Eldo Swatmidge's farm. Objective #3: Asphodel Froghorn found Eldo's loyalty so endearing that she is willing to put up with sniffles and sneezing. You should return to Eldo Swatmidge with the good news. Eldo Swatmidge's farm is up the road north and east of the Widow Froghorn's farm.								
	Widow Froghorn's Pipeweed	8	Asphodel Froghorn	Tier 2	Tier 1	—	Widow's Farmhand	Quality and Character
OBJECTIVES: Eldo Swatmidge is a successful farmer, but he is lonely. He has sought your help to woo his neighbour, the Widow Froghorn. Objective #1: The Widow Froghorn has asked you to harvest some of the ripe pipe-weed from her field. Asphodel's pipe-weed field is located by her home, directly to the west of her wheat-field. Objective #2: After collecting pipeweed for Asphodel, she handed you a note and told you to deliver it to Eldo without reading the contents. Eldo Swatmidge's farm is up the road to the north and east of the Widow Froghorn's farm.								
	Widow's Farmhand	8	Eldo Swatmidge	Tier 2	Tier 2	—	—	Widow Froghorn's Pipeweed
OBJECTIVES: Eldo Swatmidge is a successful farmer, but he is lonely. He has sought your help to woo his neighbour, the Widow Froghorn. Objective #1: Eldo has asked you to help out around Asphodel Froghorn's farm, taking the opportunity to put in a few good words for him. The Widow Froghorn's farm is west and south of Eldo Swatmidge's farm.								

Quests: Bree-land









BREE-LAND








Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Wolf-pelts	14	Roger Hawking	Tier 3	Tier 2	Hawking's Staff, Hawking's Knife	Bear Pelts	—

OBJECTIVES: Roger Hawking assists Adso Haybank by supplying the lodge with furs and meat. Objective #1: Roger Hawking has asked you to help repel the threat of wolves in the area, bringing him five pelts as evidence of your work. There are wolves in the Old Forest.

BREE-LAND: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 1: Foreword: An Unwanted Guest	10	Barliman Butterbur	—	Tier 1	—	Prologue: The One Called Strider	Chapter 1: Unravelling the Thread
OBJECTIVES: Barliman confided that a recent arrival to the Prancing Pony is one he would rather do without. He suggested that speaking with him, as he may be the sort of individual for whom you are looking. Objective #1: Barliman explained that a Ranger, Strider, was in a room in the Prancing Pony. He directed from the main bar to follow the hall left to the top of the stair, look for a short hall and door on the right and you should find Strider. Strider's room in The Prancing Pony Inn in Bree can be found by heading left down the hall out of the common room, until you can only bear right. Strider's room is to the right of the stairs at the end of the hall.								
	Book 1: Chapter 1: Unravelling the Thread	12	Strider	Tier 4	Tier 3	Hengaim, Menedgaim, Cloak of Cardolan	To a Ranger's Aid, The One Called Strider	Chapter 2: To a Constable's Aid
OBJECTIVES: Strider has asked you to help him end Amdir's murderous rampage once and for all. Objective #1: Strider has instructed you to gather allies, then return to him. At night-fall, he will lead you against Amdir and the Blackwolds. Strider is in his room at The Prancing Pony Inn in Bree, which is found by taking a left down the hall out of the common room until you can only bear right. The room is at the end of the hall to the right of the stairs. Objective #2: Torthann is waiting to speak with you. Objective #3: With the threat of Amdir ended, you should report back to Strider at and see if there is anything else he would have you do. Strider is in his room at The Prancing Pony Inn in Bree, which is found by taking a left down the hall out of the common room until you can only bear right. The room is at the end of the hall to the right of the stairs.								
	Book 1: Chapter 2: To a Constable's Aid	12	Strider	Tier 2	—	—	Chapter 1: Unravelling the Thread	Chapter 3: Blackwolds Broken
OBJECTIVES: While Strider sees to some important travellers he's awaiting, he has asked you to travel to Combe and aid Constable Underhill in making sure the threat of the Blackwolds is at its end. Objective #1: Strider has informed you that he has an important matter to attend to, but has asked you to go to Combe and encourage Constable Underhill to investigate the brigands' old hideout. Constable Underhill often loiters about Combe town centre, east and north of Bree.								
	Book 1: Chapter 3: Blackwolds Broken	12	Constable Underhill	Tier 3	Tier 2	Constable's Jacket, Constable's Hammer	Chapter 2: To a Constable's Aid	Chapter 4: Dark Designs
OBJECTIVES: At Strider's request, you have travelled to Combe to help Constable Underhill investigate if the Blackwold brigands are truly no longer a threat to the people of the Chetwood. Objective #1: Constable Underhill has decided that it is probably a good idea to take a look in the Blackwolds' old hideout, to make sure they aren't mustering there again. He has asked, however, that you accompany him. He's also suggested you gather a party, in case there are Blackwolds to be found there. The Blackwolds' old hideout is found south of the Combe guard-house, near Staddle Falls at the northeast end of Staddle pond. Objective #2: You infiltrated the Blackwolds' hideout and defeated several of them, at the request of Constable Underhill. Speak to Constable Underhill.								
	Book 1: Chapter 4: Dark Designs	12	Constable Underhill	Tier 2	—	—	Chapter 3: Blackwolds Broken	Chapter 5: The Other Riders
OBJECTIVES: From a dying brigand at Skunkwood's old hideout, you learned that the strange Pale Dwarf was trying to bully the Blackwolds into continuing their alliance with the Witch-realm of Angmar. Objective #1: You should return to Strider and tell him what you learned about the Blackwolds and the Pale Dwarf. Strider is in his room at The Prancing Pony Inn in Bree, which is found by taking a left down the hall out of the common room until you can only bear right. The room is at the end of the hall to the right of the stairs.								
	Book 1: Chapter 5: The Other Riders	12	Strider	Tier 2	—	—	Chapter 4: Dark Designs	Chapter 6: In the Black Riders' Wake
OBJECTIVES: While you were away investigating the Blackwold brigands, five Nazgûl attacked The Prancing Pony in search of four travellers from the Shire, which Strider had under his protection. Strider has told you that there are a total of nine Riders, and that he must know the location of the other four. Objective #1: Strider has asked that you speak with Lenglinn, another Ranger, and learn if he has seen any other Nazgûl passing out of the Shire. Lenglinn's camp sits on a rise north of the Buckland Gate, along the Great East Road, west of Bree.								

BREE-LAND: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 1: Chapter 6: In the Black Riders' Wake	13	Lenglinn	Tier 1	Tier 1	—	Chapter 5: The Other Riders	Chapter 7: Horn-call of Buckland
<p>OBJECTIVES: Desiring news about the other Nazgûl, Strider sent you west to the borders of the Shire and Buckland to speak to Lenglinn, whom he had sent to look after a Hobbit. Objective #1: Lenglinn told you that crebain followed in the wake of the Nazgûl and have taken roost outside his camp. He is sure the birds are the Enemy's spies and will report on movements in the west. He has asked you to dispose of them to prevent them from doing harm. The crebain have taken roost south-west, just beyond his camp. Objective #2: With the crebain dead, the Enemy has fewer eyes watching Buckland and the Shire. Speak again with Lenglinn and learn what else he would have you do. Lenglinn's camp is to the northeast of the crebain roost.</p>								
	Book 1: Chapter 7: Horn-call of Buckland	13	Lenglinn	Tier 2	—	—	Chapter 6: In the Black Riders' Wake	Chapter 8: Master of the Wood
<p>OBJECTIVES: The Horn-call of Buckland had alerted Lenglinn to the Nazgûl's presence there. Objective #1: In order to determine the movements of the Nazgûl, Lenglinn has asked you to investigate the home of a Hobbit named Baggins. Baggins' home is at Crickhollow, almost due south-east of the Buckland Gate, south of Lenglinn's camp. Objective #2: When you spoke to Fredegar Bolger, he told you that the Black Riders had not caught him and so learned nothing from him, but he let slip to you something about a Ring belonging to the Enemy. As Fredegar was speaking, crebain flew out of the sky and attacked him, and though you defeated the crebain, two retreated into the Old Forest. You should bring this news to Lenglinn. Lenglinn's camp is north of the Buckland Gate, north-west of Crickhollow. Objective #3: Lenglinn asked you to seek Strider's counsel on how to find the crebain that had overheard Fredegar Bolger's words and escaped into the Old Forest. He fears that if the Enemy learns that this Ring they seek is no longer in the Shire, all may be lost. Strider is in his room at The Prancing Pony Inn in Bree, which is found by taking a left down the hall out of the common room until you can only bear right. The room is at the end of the hall to the right of the stairs.</p>								
	Book 1: Chapter 8: Master of the Wood	15	Strider	Tier 2	—	—	Chapter 7: Horn-call of Buckland	Chapter 9: Lilies for the River-daughter
<p>OBJECTIVES: When you were in Buckland investigating the Nazgûl's incursion, you spoke with Fredegar Bolger, who revealed information about Frodo Baggins and the Enemy's Ring. Crebain attacked and may have overheard the Hobbit's words. Objective #1: Strider told you to seek out someone named Tom Bombadil and ask for his aid finding the crebain who flew into the Old Forest. Tom Bombadil's house is at the far eastern end of the River Withywindle in the Old Forest.</p>								
	Book 1: Chapter 9: Lilies for the River-daughter	15	Tom Bombadil	Tier 3	Tier 2	—	Chapter 8: Master of the Wood	Chapter 10: Into the Barrow-downs
<p>OBJECTIVES: Strider directed you to speak to Tom Bombadil, the master of the Old Forest, to ask for his aid in tracking the crebain who fled into woods. Objective #1: You found Tom Bombadil and spoke with the strange creature. While he was not at first willing to find the crebain he did at last relent, if you would perform a task he considered far more important. He wishes you to gather lilies from the river, near someone called Old Man Willow. The river flows westward from the house of Tom Bombadil.</p>								
	Book 1: Chapter 10: Into the Barrow-downs	16	Tom Bombadil	Tier 3	Tier 2	Tallang, Taronn	Chapter 9: Lilies for the River-daughter	Chapter 11: Othrongroth
<p>OBJECTIVES: Tom Bombadil was pleased with the lilies you found for Goldberry and has told you where the crebain you were searching for can be found. He also told you that a woman was there waiting. Objective #1: Tom Bombadil found the crebain within the Barrow-downs, but also mentioned the presence of a woman. You should stay on your guard. The Barrow-downs are reached by going north and east along the Old Barrows Road. The crebain stopped to roost in the trees within the Barrow-downs, south along the ridge, above the eaves of the forest. Objective #2: Andraste revealed that the Lord of the Nazgûl had gone to someplace called Othrongroth, but you could learn nothing more before her death. Tom Bombadil is the Master of the Wood and of the Barrow-downs. He might know where Othrongroth lies. The Old Barrows Road is north of Andraste's grove. The house of Tom Bombadil is west and south along the Old Barrows Road.</p>								
	Book 1: Chapter 11: Othrongroth	18	Tom Bombadil	Tier 4	Tier 3	Toranc, Froth-fótar, GOLFADANIR, GOLLOS, Defender of Cardolan	Chapter 10: Into the Barrow-downs	Chapter 12: The Black Rider's Designs
<p>OBJECTIVES: You learned from the woman Andraste that the Lord of the Nazgûl was travelling to a place called Othrongroth. If you could spy on the Witch-king at this place, you might learn more of his plans. Objective #1: Tom Bombadil has agreed to show you the way to Othrongroth, a barrow in the Barrow-downs, but has suggested you gather allies before he takes you. Objective #2: You and your allies braved the dark depths of Othrongroth and emerged victorious. Return to Tom Bombadil and claim your reward.</p>								
	Book 1: Chapter 12: The Black Rider's Designs	18	Tom Bombadil	Tier 2	—	—	Chapter 11: Othrongroth	Foreword: Aiding the Order
<p>OBJECTIVES: You were rescued from the clutches of the Wight-lord by Tom Bombadil, but you learned much that may help Strider and his people. Objective #1: Travel back to Bree and tell Strider what you learned of the Witch-king's plans. Strider awaits your return in his room at The Prancing Pony in Bree. The entrance leading from the Barrow-downs to the Great East Road is to the north. Objective #2: You travelled back to The Prancing Pony, but you found the door to Strider's room locked. You should speak to Barliman Butterbur to learn if he can tell you where Strider has gone. Barliman Butterbur serves his guests in the common room of The Prancing Pony. Objective #3: Barliman Butterbur told you that Strider has left The Prancing Pony, but that Gandalf, a Wizard by reputation, arrived and asked to speak to any who were looking for the Ranger. You should speak to Gandalf and tell him what you have learned. Gandalf's room in The Prancing Pony Inn in Bree is found by taking a left out of the common room, until you can only bear right. The room is at the top of the stairs at the end of the hall.</p>								








Quests: Bree-land



BREE-LAND: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Intro: Amdir's Request	1	Kate Henseed, Mundo Sackville-Baggins	Tier 3	Tier 4	Cloth Gloves, Leather Gauntlets	The Assault on Archet	Captain Brackenbrook
<p>OBJECTIVES: After rescuing you from the Blackwold brigands and a mysterious Black Rider, the Ranger Amdir brought you to the village of Archet in the Chetwood, east of Bree-town. The town, under threat of attack, prepares a defence against the Blackwolds. Objective #1: The Ranger Amdir has spread word that he wishes to speak with you. Amdir may be found resting on the ground near the centre of Archet, outside The Mad Badger Inn.</p>								
	Intro: Captain Brackenbrook	2	Amdir	Tier 2	Tier 2	—	Amdir's Request, The Assault on Archet	Honing Your Skills
<p>OBJECTIVES: Jon Brackenbrook, the son of the captain who organized Archet's garrison, feared the presence of a traitor within the garrison's ranks. The Ranger Amdir confirmed Jon's suspicions at the Blackwolds' camp. Objective #1: Amdir fears that Captain Brackenbrook will not heed his tidings of the traitor Calder Cob, but hopes that if the news comes from you, he will listen. Captain Brackenbrook commands the garrison from The Mad Badger Inn to the south of Amdir. Objective #2: Captain Brackenbrook was not willing to hear what you had to say about Calder Cob. Instead, he told you to tell Amdir to stay out of Archet's troubles, after suggesting you help the local farms fend off wolves. Amdir rests against the building north of The Mad Badger Inn.</p>								
	Intro: Honing Your Skills	2	Amdir	Tier 1	Tier 1	—	Captain Brackenbrook, The Assault on Archet	Seeing to the Defence
<p>OBJECTIVES: Amdir recognizes that your skills, while significant, need improvement if you are to deal with the threats posed to Archet. Objective #1: Amdir suggested you train further before coming to Archet's defence. The \$CLIENT_CLASS\$ trainer can be found west of Archet's training grounds. Objective #2: Now that you have spoken to the more experienced \$CLASS\$ and have learned new abilities, you should return to Amdir. Amdir can be found outside The Mad Badger Inn in the centre of Archet.</p>								
	Intro: Jail Break	1	—	—	—	—	—	—
<p>OBJECTIVES: While travelling through the Chetwood, you were waylaid by brigands and taken captive. You now find yourself in a cell, searching for a means of escape.</p>								
	Intro: Remedy of the Old Kings	3	Celandine Brandybuck	Tier 3	Tier 3	—	Honing Your Skills, The Assault on Archet, The Assault on Archet	—
<p>OBJECTIVES: The Ranger Amdir told you that he had asked Celandine Brandybuck to gather an herb called "athelas" to make a remedy for his wound, in case the blade was poisoned. Objective #1: Celandine Brandybuck, too frightened to pass beyond the gates of Archet, has asked you to collect kingsfoil leaves for her, so that she can prepare the remedy Amdir asked her to make. Kingsfoil grows south of Archet, near some old ruins called Bronwe's Folly. Objective #2: You have gathered enough leaves for Amdir's remedy. You should return with them to Celandine Brandybuck. Celandine Brandybuck can be found with Amdir outside The Mad Badger Inn in Archet.</p>								
	Intro: Seeing to the Defence	2	Amdir	Tier 3	Tier 3	Quilted Trousers, Leather Leggings	Honing Your Skills, The Assault on Archet	The Spies
<p>OBJECTIVES: Amdir has asked you to see to the defence of Archet by helping Captain Brackenbrook. Objective #1: Amdir told you to speak with Dirk Mudbrick and offer him your services, as Captain Brackenbrook originally instructed you. Dirk Mudbrick defends a farm south and west out the front gate of Archet. Objective #2: Dirk Mudbrick is charged with guarding the sheep-farm outside of Archet and is pleased to be receiving help from Captain Brackenbrook. Wolves can be found east and south of the farm. Objective #3: You should return to Dirk Mudbrick with news of your success. Dirk Mudbrick can be found at the sheep-farm south and west from Archet.</p>								
	Intro: The Assault on Archet	5	Jon Brackenbrook	Tier 3	Tier 3	—	The Blackwolds' Roost, The Assault on Archet	—
<p>OBJECTIVES: Your efforts at the Blackwolds' Roost were too late in coming. The Blackwolds are marching upon Archet. Objective #1: Jon Brackenbrook is waiting for you to join his company. Jon Brackenbrook is at the Hunter's Lodge, east of Archet. Objective #2: After the assault on Archet, Jon Brackenbrook returned to the town to assist and rebuild, taking up his father's legacy. Mundo Sackville-Baggins wishes to speak with you. After the assault on Archet, you helped Mundo Sackville-Baggins and Celandine Brandybuck on their return trip to the Shire. Jon Brackenbrook wishes to speak with you.</p>								
	Intro: The Blackwolds' Roost	4	Jon Brackenbrook	Tier 3	Tier 3	Cloth Hat, Leather Helmet	The Captain's Son, The Assault on Archet	The Assault on Archet
<p>OBJECTIVES: Jon Brackenbrook is eager to help his father in the defence of Archet, but time is still needed to fully prepare the defences. Objective #1: Jon Brackenbrook has asked you to provide a distraction by engaging the brigands at their encampment, Blackwolds' Roost. Blackwolds' Roost lies among the ruins south of the Hunter's Lodge. Objective #2: You engaged the Blackwolds as Jon Brackenbrook requested, but only time will tell if your efforts were enough. You should return to Jon with your report. Jon Brackenbrook can be found in the Hunter's Lodge, east of Archet, north of Blackwolds' Roost.</p>								

BREE-LAND: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Intro: The Captain's Son	3	Captain Brackenbrook	Tier 1	Tier 1	Padded Shoes, Leather Boots	The Spies, The Assault on Archet	The Blackwolds' Roost
<p>OBJECTIVES: Captain Brackenbrook has been estranged from his son, Jon, ever since they fought over the loyalty of Calder Cob. Captain Brackenbrook trusted Cob, while Jon had been suspicious of him. The orders you found proved Jon right. Objective #1: Captain Brackenbrook, uncertain of whom to trust, has asked you to speak with his son Jon and earn his aid. He promised to reward you handsomely if you succeed. Jon Brackenbrook can be found at the Hunter's Lodge that lies along the road east of Archet.</p>								
	Intro: The Spies	3	Dirk Mudbrick	Tier 2	Tier 2	Padded Vest, Leather Shirt	Seeing to the Defence, The Assault on Archet	The Captain's Son
<p>OBJECTIVES: The Blackwolds have sent spies to appraise the situation in Archet, which has become a cause of concern for Dirk Mudbrick. Objective #1: Dirk Mudbrick wants to discover what the Blackwold spies have learned. He has asked you to confront one of the spies and recover any orders or messages he might be carrying. Blackwold spies may be found to the south-east of the sheep-farm, between the farm and Bronwe's Folly. Objective #2: Dirk Mudbrick will be anxious to read the orders you found on the Blackwold spy. You should bring them to him as quickly as possible. Dirk Mudbrick can be found at the sheep-farm south and west of Archet. Objective #3: Dirk Mudbrick sent you to Captain Brackenbrook with the orders you found on the Blackwold Spies. Captain Brackenbrook can be found inside The Mad Badger Inn, north of the Archet gate.</p>								
	Prologue: A Critical Strike	9	Ellie Cutleaf	Tier 2	Tier 2	Cutleaf's Boots, Cutleaf's Gloves	Greater Responsibility	The Hideout
<p>OBJECTIVES: Ellie believes that you can score a telling blow against the Blackwolds and their masters in the northern Chetwood. Armed with a poison provided by Leecher Cartwell, she sends you to the Blackwold camp in the Chetwood to deal with their wolf-keeper, Jagger Jack, and the fell offspring of the Warg. Objective #1: Ellie told you to find Jagger Jack and poison the wolves' food source, while she tries to arrange a meeting with Skunkwood, the Blackwolds' leader, for you. Jagger Jack and the animal corpses will be in the Blackwold ruins in the north Chetwood, north of the guard-house, east of Combe. Objective #2: You should return to Ellie Cutleaf with word of your victory against Jagger Jack and to learn if she has arranged a meeting with Skunkwood at the Blackwold hideout. Ellie Cutleaf's house is in the north-west corner of Combe, on the banks of the pond.</p>								
	Prologue: An Urgent Summons	6	Jon Brackenbrook	Tier 2	—	—	Burying the Dead	Finding Amdir
<p>OBJECTIVES: A stranger to Archet left an urgent message for "the Hero of Archet," requesting an audience. Objective #1: Jon Brackenbrook said you were to meet the grim stranger in Combe. He recommended that you speak with the innkeeper, Lizbeth Honeymeade, who can tell you what room the stranger is staying in. Lizbeth Honeymeade is the proprietor of The Comb and Wattle Inn in Combe, south of Archet. Objective #2: You have come to The Comb and Wattle Inn, as instructed, and spoken to the proprietor. Lizbeth Honeymeade told you that the Man who sent you the message, Toradan, is waiting for you in his room. Toradan's room is at the end of the hall at the top of the stairs across the common room.</p>								
	Prologue: Burying the Dead	5	Jon Brackenbrook	Tier 2	Tier 2	—	—	An Urgent Summons
<p>OBJECTIVES: While you were fighting through Archet, a band of Jon Brackenbrook's Men fought to the Blackwolds' Roost and defeated a fair share of the brigands, but some of his good Men perished in the battle. Objective #1: Jon Brackenbrook has asked that you bury the remains of the fallen who perished in the Blackwold raid with honour. Dirk Mudbrick's body can be found at the sheep-farm, south-west of Archet. Nate Whisperwood's body can be found near the Hunter's Lodge, east of Archet. The body of Wil Wheatley can be found just to the west of Bronwe's Folly, south of Archet. Objective #2: You should return to Jon Brackenbrook and let him know that you have buried the fallen as he asked. Jon Brackenbrook can be found by the ruins of The Mad Badger Inn in Archet.</p>								
	Prologue: Chasing Amdir	10	Constable Underhill	Tier 2	Tier 2	—	The Hideout	To a Ranger's Aid
<p>OBJECTIVES: You found Amdir—or at least the wraith that was once Amdir—imprisoned in the dungeons of the Blackwolds' hideout. Amdir escaped and is now stalking the Rangers in Bree-land. Objective #1: As his last act, Toradan sent you to tell Constable Underhill of a message he sent to Constable Tanglerush regarding the danger Amdir might pose to his kinsmen. Underhill told you to go to Tanglerush and make certain she passed the message to Mundol. Constable Tanglerush is in Staddle town centre, south of Combe. Objective #2: Constable Tanglerush did not find Mundol within the cave when she attempted to deliver her warning. Perhaps it is not too late to warn Mundol. Mundol is hiding at a place called the Mustering Cave on the far east side of the Midgewater Marshes, near the Midgewater Pass.</p>								
	Prologue: Cutleaf's Good Intentions	8	Constable Underhill	Tier 3	Tier 3	Cutleaf's Cloak, Den-mother Hunter	Finding Amdir	Greater Responsibility
<p>OBJECTIVES: Ellie Cutleaf, a resident of Combe, is mentioned by name in the letter you found in the Blackwold recruit's pack. Objective #1: After discovering the identity of the Blackwold agent, Constable Underhill asked you to enter the ranks of the Blackwolds by speaking with Ellie Cutleaf and doing whatever she asks of you. Ellie Cutleaf's house lies in the north-west corner of Combe, on the banks of the pond. Objective #2: Constable Underhill ordered you to try and insinuate yourself into the Blackwolds' good graces by doing tasks for their agent, Ellie Cutleaf. However, Ellie admitted her involvement and her desire to leave that part of her life behind. She has asked you for help righting her wrongs. Skunkwood's farm can be found by following the road east up the hill and then north into the Chetwood. Follow the road east through the woods and towards the northern end of the Midgewater Marshes. Objective #3: Ellie Cutleaf asked you to slay the den-mother she bred with a Warg for Jagger Jack, the wolf-keeper of the Blackwolds. You should return to her with news of your success. Ellie Cutleaf's house lies in the north-west corner of Combe, on the banks of the pond.</p>								

Quests: Bree-land



BREE-LAND: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Prologue: Finding Amdir	7	Toradan	Tier 2	Tier 2	—	An Urgent Summons	Cutleaf's Good Intentions
<p>OBJECTIVES: The stranger that summoned you was a kinsman of Amdir who is seeking the missing Ranger. Objective #1: Toradan has asked you to speak with Constable Underhill to learn ways of finding the Blackwolds' hideout. He is certain Amdir will be found among them. Constable Underhill can be found outside The Comb and Wattle Inn in Combe. Objective #2: Following Toradan's advice, you spoke with Constable Underhill about the Blackwold brigands. The Hobbit constable suggests that you search amongst the campfires of the Blackwolds to the east of Combe for one of the brigand agent's letters. Many of the scattered Blackwolds dwell in the hills east of Combe. Objective #3: Searching through a pack found near a small encampment of Blackwolds, you found a letter from the Blackwold agent. You should return to Constable Underhill with the letter. Constable Underhill awaits your return near Combe centre, outside The Comb and Wattle Inn.</p>								
	Prologue: Greater Responsibility	8	Ellie Cutleaf	Tier 2	Tier 2	—	Cutleaf's Good Intentions	A Critical Strike
<p>OBJECTIVES: According to Ellie, someone named Jagger Jack trains the wolves deep within the Blackwold Hideout. She met him when she was brought there and felt very ill at ease in the area. Objective #1: Ellie Cutleaf has instructed you to acquire some poison from Cartwell, the local leech, to use against the Jagger Jack's wolves. Leecher Cartwell's house overlooks Combe on the road south towards Bree. Objective #2: Leecher Cartwell has agreed to make the poison Ellie requested, but needs your assistance gathering the ingredients. There are beehives behind the abandoned house south of Combe. Red berries grow in patches in the valley behind the house. Blackwort root grows near a wolf-den northeast of the Combe lumber camp. Objective #3: Your search for Cartwell's herbs and honey took you into danger, but your efforts were fruitful. You should return at once to Cartwell with the ingredients. Cartwell's house is on a low cliff in the south-west corner of Combe. Objective #4: After a short distilling process, Cartwell handed you a sweet-smelling phial. He assured you that the poison would kill the wolves threatening the Chetwood and the inhabitants of Combe, then sent you back to Ellie Cutleaf. Ellie Cutleaf's home is in the north-west corner of Combe, on the banks of the pond.</p>								
	Prologue: The Hideout	10	Ellie Cutleaf	Tier 4	Tier 4	Cutleaf's Vest, Underhill's Shield	A Critical Strike	Chasing Amdir
<p>OBJECTIVES: Ellie Cutleaf has arranged a meeting with Skunkwood and offered to lead you to the Blackwold's hideout. Objective #1: Ellie provided you with directions to the Blackwold hideout and assured you that you would be welcomed within. She also mentioned that Éogan and Skunkwood discussed the recent capture of Amdir. She suggested you speak with Toradan before continuing to the hideout. Toradan is in his room up the stairs across the common room in The Comb and Wattle Inn, south-east of Ellie Cutleaf's house. Objective #2: Toradan told you to enter the Blackwolds' hideout and speak to Skunkwood. Once you learn the location of Amdir, you are to free him and help him escape. The entrance to the Blackwolds' hideout is next to Staddle Falls, at the north-west end of the Staddle Pond, south of the guard-house. Objective #3: Toradan's plan to free Amdir came to a shocking end, as Amdir was driven insane by his morgul-wound and slew Toradan. Amdir now seems bent on destroying all the Rangers. Constable Underhill must know of this development. Constable Underhill is in Combe centre, near The Comb and Wattle Inn.</p>								
	Prologue: To a Ranger's Aid	10	Mundol	Tier 2	Tier 2	Butterbur's Longsword, Manadranc	Chasing Amdir	Foreword: An Unwanted Guest
<p>OBJECTIVES: When you entered the Mustering Cave, you found you were too late to help Mundol. Amdir had already come and mortally wounded him. Objective #1: Mundol asked that you warn the last of the Rangers in the Midgewater Marshes, Reniolind, a young scholar, of Amdir's betrayal. Reniolind can be found in the old Marshwater Fort, which lies at the centre of the Midgewater Marshes, west of the Mustering Cave. Objective #2: With Reniolind's dying breaths, he asked you to find his chieftain, Strider. He instructed you to speak with Barliman Butterbur, the proprietor of The Prancing Pony Inn in Bree, to learn where Strider may be found. Barliman Butterbur can be found in the common room of The Prancing Pony Inn in Bree-town.</p>								

Bree-land

Level 1

Beyond the Bulwarks

Intro: Amdir's Request (Epic)

Level 2

Intro: Captain Brackenbrook (Epic)

Intro: Honing Your Skills (Epic)

Intro: Seeing to the Defense (Epic)

Intro: Jail Break (Epic)

Level 3

Fresh Supplies

Intro: Remedy of the Old Kings (Epic)

Intro: The Captain's Son (Epic)

Intro: The Spies (Epic)

Question the Prisoner

The Jailor

The Quartermaster

Level 4

Intro: The Blackwolds' Roost (Epic)

Spiders at the Walls

Stolen Treasures

Level 5

A Threat from Spiders

Beneath the Hanging Tree

Intro: The Assault on Archet (Epic)

Old Bloodtusk

Prologue: Burying the Dead (Epic)

The Pie-eating Contest

Level 6

Den of Wolves

Disease among the Boars

Prologue: An Urgent Summons

Unpaid Debts

Level 7

Finding Reason

Message for the Constable

Message to Taylor Green

Neekers in the Marshes



Pickthorn's Treasure
Prologue: Finding Amdir (Epic)
The Errant Coinpurse
The Logger's Ledger

Level 8

Blackwold Valuables
Builder Earur
Dangerous Boars
Friendships Renewed
Gammy Boggs
Into Bree
Old Bauman's Farm
On to Staddle
Posco's Uncle
Prologue: Cutleaf's Good Intentions (Epic)

Prologue: Greater Responsibility (Epic)
Rurik Fennel, Locksmith
Spiders in the Midgewater
Treasure in the Web
Widow Froghorn's Pipe-weed
Widow's Farmhand

Level 9

Ailing Hound
All's Well that Ends Well
Blackwold Thieves
Falco's Garden
Family Treasures
Farmer's Market
Fresh Flowers
Healing Stores
Mourning the Dead
Neeker-friend
Pipe-weed Delivery
Prologue: A Critical Strike (Epic)
Quality and Character
Reconnecting Ties
Spider-bane
The Wise Woman
Unwell Water
Wanetta the Wedge

Level 10

Adso's Delivery
Book 1: Foreword: An Unwanted Guest (Epic)
Concern for a Friend
Eyes of Staddle
Haunted Alley
Now to Eastfarthing
Off to Staddle
Prologue: The Hideout (Epic)
Prologue: Chasing Amdir (Epic)
Prologue: To a Ranger's Aid (Epic)
Scouting the Marshes
Stolen Pipe-weed
The Threat of Fire
The Vigil
To Mr. Butterbur
Trouble in Buckland

Level 11

Bear Pelts
Boar Heads
Fixing Falco's Folly
Lily's Secret
Report from Staddle
Two Chieftains

Level 12

A Dwarf Made Blade
Book 1: Chapter 1: Unraveling the Thread (Epic)
Book 1: Chapter 2: To a Constable's Aid (Epic)
Book 1: Chapter 3: Blackwolds Broken (Epic)
Book 1: Chapter 4: Dark Designs (Epic)
Book 1: Chapter 5: The Other Riders (Epic)
Forest Bats
Forest Bears
Forest Spiders
Forest Wolves
Getting the Blade Back
Old Forestry
Payment in Full
Rangers and Rogues
Rollo and Doderic
Sharkey's Men
Unwelcome Strangers

Level 13

Book 1: Chapter 6: In the Black Riders' Wake (Epic)
Book 1: Chapter 7: Horn-call of Buckland (Epic)
Old Forest Investigation
Searching for Fresh Springs
Shadow of the White Hand

Level 14

A Blade for a Life
Forging a New Blade
Orc-slayer
Sharkey's Plan
Shield-brother
Thornley's Farm
Wolf-pelts

Level 15

Book 1: Chapter 8: Master of the Wood (Epic)
Book 1: Chapter 9: Lilies for the River-daughter (Epic)
Horses for Hire
Stolen Notes
The Forgetful Dwarf
The Hunter's Path
The Search for Lalia
The Vale of Andrath
The Woodcutter's Tale
Thornley's Rescue

Level 16

Addie's Missing Sons
Book 1: Chapter 10: Into the Barrow-downs (Epic)
Horses for Hire
Stolen Notes
The Forgetful Dwarf
Broken Alliance
Find Malin
Foray into the Barrow-downs
Lalia's Safe Passage
New Trouble in the Old Forest
Return to the Barrow-downs
Thornley's Revenge

Level 17

Big Problems
Calming the Wake

Level 18

Bone Man
Book 1: Chapter 11: Othrongroth (Epic)
Book 1: Chapter 12: The Black Rider's Designs (Epic)
Haunted Forest
Ruins of Cardolan

Level 20

Bree-town to Trestlebridge
By Axe and Fire
Horses for Hire
Into the Woods
Snapper Soup
Stolen Notes
The Forgetful Dwarf

Level 22

Purging the Dead

Level 23

An Ancient Story of Evil
Collecting History
Forging Anew

Level 24

Heading West

Level 25

Evil's Final Chapter

Level 30

Giant Problems

Level 35

Fresh Steed for Bree
Fresh Steed for Michel Delving
Fresh Steed for Othrikar
Proving Your Quality

Quests: Ered Luin



ERED LUIN

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Deadly Bloom	4	Erynwen	Tier 3	Tier 3	Erynwen's Shield, Erynwen's Bow, Erynwen's Staff	Goblin Prowlers	—
<p>OBJECTIVES: A poisonous plant called "Skorgrím's Bloom." threatens the wildlife of Ered Luin. Without someone to halt the spread, the lives of many creatures may be at risk. Objective #1: Destroy the poisonous blossoms, lest they spread down the mountainside. Skorgrím's Bloom can be found flowering along the Axehead Path, north-west of Frerin's Court. Objective #2: You destroyed some of the Skorgrím's Bloom plants, as Erynwen asked. Erynwen is found on the road north-west of Frerin's Court.</p>								
	A Disturbing Affair	13	Nithi	Tier 1	—	—	Old Bones	The Elf-stone
<p>OBJECTIVES: The merchant Nithi is disturbed by the skull you brought back from the mounds. He thinks this dark affair needs to be investigated, but not by him. Objective #1: Nithi has asked you to bring the haunted skull to the Elf-emissary, Gailthin, in the hopes she will be able to deal with the threat it represents. Gailthin the Elf-emissary is in Gondamon. She is on the same level of the city as Nithi, off to the south of Nithi's plaza.</p>								
	A Grisly Task	13	Laergil	Tier 3	Tier 3	Laergil's Hooded Cloak, Laergil's Mace	Sickening of the Land	—
<p>OBJECTIVES: Talath Ondren is infested with swarms of crawlers and spiders. Their presence has caused much destruction and the spread of disease. Objective #1: Laergil has asked you to go to the old Dwarf-ruins and cull the bear population there. Bears are found in eastern Haudh Lin, north of Celondim and Duillond. Objective #2: You journeyed to the ruins of Haudh Lin and defeated the enraged bears. Laergil waits on the pier in the port of Celondim, south of Haudh Lin.</p>								
	A New Shine	5	Halli Shimmershield	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Halli has asked you to help him improve his brother's reputation in the guard by having his tarnished armour polished. Objective #1: Halli asks you to take his brother's armour to Brúni Stonehelm. Brúni Stonehelm can be found among the smiths in the eastern hall of Thorin's Hall, where the canal runs through the mountain. Objective #2: In return for polishing Halli's armour, Brúni asks you to collect the damaged armour from the guards at Noglund, the way-station south of Thorin's Hall. Objective #3: You should take the armour you collected to Brúni up at the forge in Thorin's Hall. Objective #4: Brúni has given you Halli's armour, cleaned and polished, to return to its owner.</p>								
	A Patch in Time	6	Tindr	Tier 1	Tier 1	—	Sprung a Leak	The Flow to Noglund
<p>OBJECTIVES: A fissure has opened in the great Dwarf-canal leading down from Thorin's Hall, threatening to flood the Vale of Thráin. Objective #1: Tindr gave you some mortar with which to repair the cracks in the canal walls. Enter Thorin's Hall to the north, then go west to the Hall of Merchants. Objective #2: The fissure was sealed. You should return to Tindr with news of your success. Tindr is in the courtyard outside Thorin's Hall.</p>								
	A Rare Vintage	7	Brethilwen	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Goblins stole a rare wine from the Elves of Celondim. Objective #1: Brethilwen has asked you to recover wine flasks of a rare and ancient vintage from the goblins who stole them. There are goblins throughout Limal's Vineyard, north-west of Celondim. Brethilwen is at her winery in Celondim, south-east of Limal's Vineyard.</p>								
	A Remarkable Bow	11	Celairant	Tier 3	Tier 3	—	—	Someone Worthy
<p>OBJECTIVES: While on his way to Duillond, an Elf named Penglir stopped at the hunters' lodge and gave his bow to the young Ranger Celairant. Celairant accepted the gift, but feels unworthy to own such a thing of beauty. Objective #1: Celairant told you that his bow was stolen at sword-point by a Dourhand named Starkath and his minions. He has asked you to hunt down Starkath and recover the bow. Starkath can be found outside the walls of Kheledûl. Celairant is at Thrasí's lodge, west of Kheledûl.</p>								
	Calengil's Vigil	7	Thinglaer	Tier 2	Tier 2	—	Hallowed Ground	Cleansing Draught
<p>OBJECTIVES: Thinglaer's brother Calengil also seeks to restore the ancient Elf-ruins within Ered Luin and requires your aid. Objective #1: Thinglaer has asked you to seek out his brother Calengil and lend him what aid you may. Calengil can be found in the Elf-refuge of Duillond to the north.</p>								
	Cave-claws In the Narrows	11	Ingólfr	Tier 3	Tier 3	—	Spiders of the Vale	Goblins in the Valley
<p>OBJECTIVES: Ingólfr is concerned about the cave-claws burrowing beneath the barricades. Until recently, the barricades have been strong enough to withstand the goblin assaults, but the cave-claws have now weakened them. Objective #1: Ingólfr has asked you to enter Rath Teraig and kill off a number of Milkeyes, to prevent them from gnawing at the barricades. Milkeyes can be found beyond the barricades south of Ingólfr's camp. Objective #2: You should return to Ingólfr and let him know that you have done as he asked. Ingólfr is at his camp beyond the barricade at the northern entrance to Rath Teraig.</p>								



ERED LUIN								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Cleansing Draught	7	Calengil	Tier 2	Tier 2	—	Calengil's Vigil	Cleansing the Ruins
OBJECTIVES: Calengil has asked you to collect some herbs for him as part of a draught he is creating to cleanse a dark taint from the ruins near Duillond. Objective #1: Calengil has asked you to retrieve the herbs that he needs to complete the cleansing draught. The herbs can be found along the riverside a little ways north of Duillond. Objective #2: You should return the herbs you collected to Calengil. Calengil is at Duillond to the south.								
	Cleansing the Ruins	7	Calengil	Tier 3	Tier 2	—	Cleansing Draught	Glamír's Vigil
OBJECTIVES: Calengil has prepared his draught and has offered you the honour of cleansing Dol Ringwest. The draught will in time encourage the growth of great vines that will entwine the ruins, tearing them down and returning them to pristine nature. Objective #1: Calengil bade you pour the cleansing draught upon the ground at the base of two towers that remain standing in the ruins of Dol Ringwest. Dol Ringwest is west of Duillond. Objective #2: You should return to Calengil and inform him that your task in the ruins of Dol Ringwest is complete. Calengil is in Duillond, east of Dol Ringwest.								
	Clear the Roads	7	Ketill	Tier 3	Tier 3	—	—	—
OBJECTIVES: Vicious animals have grown numerous in the copses along the road through the Vale of Thráin, making travel through the Vale unsafe. Objective #1: Ketill has asked you to patrol along the road through the Vale of Thráin and cull the numbers of bears, hendrevail, and lynx. The road runs northwards from Noglund through the Vale of Thráin to Thorin's Halls. Objective #2: You should return to Ketill and report the results of your patrol. Ketill is in Noglund, south of Thorin's Hall.								
	Clear the Way	11	Otkell	Tier 3	Tier 3	—	On to Gondamon	—
OBJECTIVES: The water supply coming into Gondamon is still interrupted, despite your efforts to clear the canal. Objective #1: Otkell, the Chief Builder of Gondamon, informed you that goblins are responsible for the lack of fresh water. He asked you to go to the area west of the canal and remove the goblin threat. The canal near Gondamon is to the west, past the hills. Objective #2: You should return to Otkell and tell him about the goblins you defeated. Otkell is at Gondamon to the east of the canal, beyond the hills.								
	Cutting Cords	7	Grímcell Stonebearer	Tier 2	Tier 2	Curuchathol, Stonebearer's Hammer	—	Hunting Goblins
OBJECTIVES: Grímcell, the commander at Noglund, sent one of his guards, Vifill, to cut some firewood and is concerned because Vifill has failed to return. Objective #1: Grímcell has asked you to go out and search for Vifill. Vifill is somewhere in the firewood grove down the road west of Noglund. Objective #2: Vifill tells you to inform Grímcell of the presence of goblins in the firewood grove. Grímcell is at Noglund, east of the firewood grove.								
	Fear of Collapse	2	Orodlin, Selur	Tier 3	Tier 3	Green Cloak, Gold Cloak, Blue Cloak	—	—
OBJECTIVES: The stone beneath Thorin's Gate is honeycombed by cave-claw burrows. If the damage continues, the entire area could be weakened enough to collapse in on itself. Objective #1: Orodlin asked you to defeat cave-claws found throughout Thorin's Gate. Cave-claws are found near the buildings and caves to the east of Thorin's Gate and inside the Rockbelly Pit caves near Winterheight, south of the Elf-camp. Objective #2: Selur can be found at the Berghold. Orodlin can be found in the ruins of the old Elf-refuge of Edhelion.								
	Feeding the Outpost	10	Orlygr	Tier 3	Tier 3	—	Warming the Garrison	—
OBJECTIVES: Orlygr, the provisioner of Gondamon, has asked for your help building up their winter stores. Objective #1: Orlygr has asked you to bring in bear meat to help fill Gondamon's stores for the coming months. Bears can be found in the wilds around Gondamon, especially to the north.								
	Frostmantle	5	Mathi Stouthand	Tier 3	Tier 3	New Dagger, Mathi's Axe, Frostmantle's Bane	—	—
OBJECTIVES: Frostmantle is a great aurochs-bull that dwells in Thorin's Gate. The beast is surly and ill-tempered, charging any Dwarf that dares cross its path. Objective #1: Slay the aurochs called Frostmantle and bring back one of its horns to Mathi Stouthand as proof of your victory. Frostmantle roams the area by the old obelisk in hills west of Frerin's Court.								
	Gift for a Friend	6	Brethilwen	Tier 2	Tier 2	Dolengyl's Trousers, Dolengyl's Helmet	Gleaning the Field, Need of a Cask, Return the Cask	—
OBJECTIVES: Brethilwen promised a bottle of the previous year's vintage to Dolengyl, an Elf at the refuge of Duillond. Objective #1: Brethilwen has asked you to deliver a bottle of last year's vintage to her friend Dolengyl. The Elf-refuge of Duillond lies on the north road by the river.								

Quests: Ered Luin



ERED LUIN

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Gisli's Favourite	6	Ormr	Tier 3	Tier 3	—	—	—
OBJECTIVES: Ormr's son Gisli was recently assigned to his first post at Noglond, the way-station in the Vale of Thráin. The Dwarf wants to prepare his son's favourite meal to show him he is thinking about him. Objective #1: Ormr has asked you to collect the last ingredient he needs to prepare Gisli's favourite meal: cave-claw legs. Cave-claws can be found in the old mine west of Thorin's Halls. Ormr is on the road south from Thorin's Halls to Noglond. Objective #2: Ormr finished preparing the stew for his son and asked you to deliver it to Gisli for him. Gisli is at Noglond, south of Thorin's Halls.								
	Glamír's Vigil	9	Calengil	Tier 3	—	—	Cleansing the Ruins	Webs of Sorrow
OBJECTIVES: Glamír, the brother of Thinglaer and Calengil, also has need of your assistance. Objective #1: Calengil sent you to speak with his youngest brother, Glamír, and lend him what aid you may. Glamír is dwelling near some old Elf-ruins at the southern edge of the Grimwater, northeast of the Dwarf-hold of Gondamon. Gondamon is reached by heading due north along the road, then taking the western fork.								
	Gleaning the Field	6	Brethilwen	Tier 3	Tier 2	—	—	Need of a Cask
OBJECTIVES: Brethilwen, the Master-vintner of Celondim, believes there are enough grapes left on the vine for one last cask of wine. Objective #1: Brethilwen has asked you to pick the remaining grapes from Limael's vineyard. Limael's vineyard is across the stream, north-west of Celondim. The vines grow around a lake in a sheltered valley. Objective #2: You should return to Brethilwen with your harvest. Brethilwen is in Celondim, south-east of Limael's vineyard.								
	Goblins in the South	7	Grímcell Stonebearer	Tier 2	Tier 2	Bolli's Gloves, Bolli's Hat, Bolli's Cape, Bolli's Shield, Hunter of Blue Crag, Stonebearer's Knife	Villains in the Vale	—
OBJECTIVES: You raided the goblin encampment in the Vale of Thráin and slew their chieftain, but the threat still looms over the peoples of Ered Luin. Objective #1: Grímcell has asked you to take the goblin fetish to Bolli, the Captain of the Guard at Gondamon, and warn him of the threat the goblins pose. Bolli is at Gondamon, east of Noglond.								
	Goblins in the Valley	12	Ingólfur	Tier 3	Tier 3	Vorth-mundar, Cururon	Cave-claws In the Narrows	—
OBJECTIVES: Ingólfur is tired of dealing with the goblins of Rath Teraig, which have become more aggressive of late. Objective #1: Ingólfur has asked you to enter Rath Teraig and deal with the goblins there, in hopes that they will learn to keep away from the barricades long enough for the winter snows to fill the pass. Goblins can be found beyond the barricade south of Ingólfur's camp. Objective #2: You should return to Ingólfur and tell him of your battles against the Goblins of Rath Teraig. Ingólfur is at his camp beyond the barricade at the northern entrance to Rath Teraig.								
	Gondamon to Bree-town	10	Áskell	Tier 1	Tier 1	—	Bree-town to Trestlebridge, Haunted Alley, Brockenborings to Bree-town	—
OBJECTIVES: The time has come for you to venture beyond the mountains of Gondamon to find your fortune in the town of Bree. Objective #1: Áskell suggested that you venture out of the Blue Mountains and see the world. Travel to Bree and speak to its Mayor once you arrive. Travel east from the Blue Mountains to the land called the Shire, then continue east along the road until you reach Bree-town.								
	Hallowed Ground	6	Thinglaer	Tier 3	Tier 2	—	—	Calengil's Vigil
OBJECTIVES: Thinglaer, an Elf lingering at Celondim, seeks to restore a few of the old Elven places before he departs for the Grey Havens. Objective #1: Thinglaer has asked you to go to the ruins of Tham Gelair and slay some of the foul creatures there. Tham Gelair lies to the west of Celondim. Objective #2: Thinglaer has asked you to place his token within the Elf-ruins west of Celondim. Tham Gelair is west of Celondim. Objective #3: You should return to Thinglaer and let him know that you have done as he asked. Thinglaer is at Celondim, east of Tham Gelair.								
	Haunted Lands	12	Glamír	Tier 4	Tier 3	Smith-fótar, Smith-feld	Webs of Sorrow	—
OBJECTIVES: Glamír has found the source of the corruption of Haudh Lin—a mound of evil wights. Objective #1: Glamír has asked you to do battle against the mound-wights of Haudh Lin, while he searches for a way to rid the land of their presence. The wights inhabit the mounds of Emyn Hoedh, east of the Grimwater. Objective #2: You should speak with Glamír and discover if he has found a way to defeat the wights once and for all. Glamír is near the Grimwater, west of Emyn Hoedh and northeast of Gondamon.								
	Herding Cats	7	Óláfr	Tier 3	Tier 3	—	—	Protecting the Hunt
OBJECTIVES: Óláfr needs help dealing with the wildcats in Thrain's Vale. Objective #1: Óláfr has asked you to secure the safety of the road leading through the Vale of Thráin by hunting the wildcats that dwell there. Wildcats can be found throughout the Vale of Thráin. Objective #2: Óláfr should be pleased to hear of your success. Óláfr is at Noglond in Thrain's Vale.								



ERED LUIN

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Hungry Mouths to Feed	10	Thrasi	Tier 3	Tier 3	—	The Cat's Meow	On the Mend
OBJECTIVES: Thrasi's lynx and her cub were reunited thanks to your efforts but they are getting hungry, and Thrasi is still nursing his ankle. Objective #1: Thrasi asked you to check his traps and bring back a rabbit for the lynx-mother and her cub. There are traps for small game scattered not far to the east and west of Thrasi's lodge. Objective #2: Bring the rabbit carcass to Thrasi at Thrasi's Lodge.								
	Hunting Goblins	7	Grímkell Stonebearer	Tier 3	Tier 3	—	Cutting Cords	Villains in the Vale
OBJECTIVES: Grímkell scoffed at Vifill's story of goblins in the Vale of Thráin, blaming Vifill's injury instead upon his own clumsiness. Objective #1: Grímkell told you he would only be convinced of Vifill's tale if you could bring him an authentic goblin fetish. Vifill said there were goblins south of his camp.								
	Leaving Middle-earth	7	Toronn	Tier 3	—	—	—	What Was Lost
OBJECTIVES: Toronn wants to leave Middle-earth and journey into the West to the Undying Lands, but will not leave as long as his brother, Bregar, refuses to leave. Objective #1: Toronn has asked you to try to convince Bregar to accompany him into the West. Bregar is at Duillond, north of Celondim. Objective #2: Bregar asks that you collect a fallen leaf from a particular tree and bring it to Toronn. He hopes the leaf will remind his brother why they should not yet depart Middle-earth. The red-leafed tree is at the foot of the mountain range north-west of Duillond. Objective #3: Bregar has asked that you bring the fallen leaf to his brother, Toronn. He hopes the leaf will remind his brother why they should not yet depart Middle-earth. Toronn is on the porch of his dwelling near the docks at Celondim, south of Duillond.								
	Need of a Cask	6	Brethilwen	Tier 3	Tier 2	—	Gleaning the Field	Return the Cask
OBJECTIVES: You harvested the grapes and crushed them, but now Brethilwen needs a wooden cask in which to properly store the wine. Objective #1: Brethilwen has asked you to acquire a wooden cask from Bregedúr, the local cooper at Celondim. Bregedúr can be found at the Craftsman's Plaza in Celondim. Follow the path to the north, then turn down the southwestern path once you reach the branch. Objective #2: The cooper, Bregedúr, has asked you to collect pieces of wood that he can use to make more barrels. The wood-yard is in a grove southwest of Celondim. Objective #3: Bregedúr, the cooper of Celondim, is seeking pieces of wood suitable for making casks. Bregedúr is at the Craftsman's Plaza in Celondim, northeast of the wood-yard.								
	Now is Found	7	Bregar	Tier 2	—	—	What Was Lost	The Days Ahead
OBJECTIVES: Toronn desires to leave Middle-earth, while Bregar, his brother, believes they should remain. Toronn asked you to retrieve an old sword from a cairn in Dol Ringwest. Objective #1: Swayed by Toronn's reminder of their lost friend Thoram, Bregar asks you to bring the broken sword to Langlas, a Ranger of the North who will honour the sword and Thoram's memory. Langlas is at the hunter's lodge west of Kheledûl. Objective #2: Langlas gratefully accepted Thoram's sword, promising to honour it, then gave you a scroll to deliver to Bregar. Bregar is at Duillond, along the road east and south of the hunter's lodge.								
	Old Bones	13	Nithi	Tier 3	Tier 3	—	—	A Disturbing Affair
OBJECTIVES: The Dwarf-merchant Nithi claims he saw a barrow-wight amidst the mounds to the northeast of Gondamon, but his friend Galti does not believe him. Objective #1: Nithi asked you to journey to the old Edain barrows and collect a trophy to prove to Galti that there are wights amidst the old mounds. The mounds of the old Edain are a distance to the northeast of Gondamon.								
	On the Mend	10	Thrasi	Tier 3	Tier 3	—	Hungry Mouths to Feed	—
OBJECTIVES: You found a rabbit carcass among Thrasi's traps and were able to feed his lynx. Thrasi seems to think that the mother lynx is well enough for a short walk. Objective #1: Thrasi asked you to go out with the mother lynx and see how she fares on her own. Take the mother lynx for a walk around the trees to the south. Objective #2: Thrasi waits for your return back at the hunter's lodge. Thrasi is at the hunter's lodge to the north.								
	On to Gondamon	9	Geitir	Tier 2	Tier 2	—	Quenching a Thirst	Clear the Way
OBJECTIVES: With the thickets removed from the canal, the waterflow has been restored to Noglund in the Vale of Thráin. Objective #1: Geitir has asked you to inform Otkell in Gondamon about the restoration of the canal. Otkell is in Gondamon, east down the road from Noglund, and south at the first crossing.								
	Protecting the Hunt	10	Orlygr	Tier 3	Tier 3	Orlygr's Hammer, Orlygr's Staff	Herding Cats	Warming the Garrison
OBJECTIVES: Since the Dourhands were driven out of Thorin's Halls, they have harried the hunters of the Blue Mountain Dwarves. Objective #1: Orlygr has asked you to deal with the Dourhand brigands which have been harrying the hunters of Gondamon. The Dourhand brigands can be found to the north of Gondamon. Objective #2: Return to Orlygr and report your success against the Dourhand brigands. Orlygr is at Gondamon to the south of the Dourhand encampment.								

Quests: Ered Luin



ERED LUIN

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Quenching a Thirst	7	Geitir	Tier 3	Tier 3	—	The Flow to Noglond	On to Gondamon
<p>OBJECTIVES: According to Geitir, the waterflow from the canal has been stanchoned for several days, and the builders have not replied to his message requesting assistance. Objective #1: Geitir asks you to investigate the flow of the canal to Noglond and learn the cause of the problem. The canal can be found south of Noglond, flowing down from Thorin's Halls. Objective #2: Now that you have discovered the problem in the canal, you should clear away enough of the thickets to allow the water to flow more freely. There may be several patches of thickets along the canal. There are thickets blocking the canal between Noglond and Thorin's Halls. Objective #3: You should return to Geitir with news of your success. Geitir is at Noglond to the north of the canal, south of Thorin's Halls.</p>								
	Restoring the Balance	2	Laergil , Nos Grimsong	Tier 3	Tier 3	Dwarven Gloves, Dwarven Gauntlets, Elven Cloth Gauntlets, Elven Leather Gloves	—	—
<p>OBJECTIVES: The lynx that prowl Thorin's Gate are too many for the land to support. They attack travellers and the thrushes, long-time friends of the dwarves. Objective #1: Laergil asked you to defeat the Lynx found throughout Thorin's Gate and bring back their pelts. Lynx can be found in the wooded areas northeast of Frerin's Court and to the north of the Elf-camp. Objective #2: Bring the lynx-pelts you gathered back to Laergil in the ruins of Edhelion.</p>								
	Return the Cask	6	Bregedúr	Tier 1	—	—	Need of a Cask	Gift for a Friend
<p>OBJECTIVES: It has taken more time than expected, but you now have the cask Brethilwen requested. Objective #1: Bregedúr, the cooper, gave you a cask to return to Brethilwen. Brethilwen is in Celondim, to the east. Follow the southern stair to the bottom, then walk along the path to the north past the piers.</p>								
	Sickening of the Land	12	Laergil	Tier 3	Tier 3	—	—	A Grisly Task
<p>OBJECTIVES: The tranquility and protection of Duillond, the Elf-refuge, does not reach so far north as Haudh Lin and foul creatures have begun to creep into that place of peace. Objective #1: Laergil has asked you to kill off as many insects as possible. Insects infest the lands of eastern Haudh Lin, north of Duillond. Objective #2: You should return to Laergil and report your success. Laergil waits on the pier of Celondim, south of Haudh Lin.</p>								
	Someone Worthy	13	Celairant	Tier 2	Tier 2	—	A Remarkable Bow	The Elf-sword
<p>OBJECTIVES: After allowing Starkath to take the bow from him, Celairant is now certain that he is not worthy of the Elvish weapon. Objective #1: Celairant asked you to return to Penglir at Duillond and explain why he feels unworthy to bear the bow, having lost it once already to the Dwarf-brigand Starkath. Penglir is at Duillond, south-east of Gondamon.</p>								
	Spiders of the Vale	12	Ingólfr	Tier 3	Tier 3	—	—	Cave-claws In the Narrows
<p>OBJECTIVES: Ingólfr has asked for your help in destroying the spiders that lurk beyond the barricade into Rath Teraig. Objective #1: Ingólfr, deathly afraid of spiders, has asked you to slay a few of the creatures for him. There are spiders beyond the barricade south of Ingólfr's camp. Objective #2: You should return to Ingólfr with news of your success. Ingólfr is at his camp beyond the barricade at the northern entrance to Rath Teraig.</p>								
	Sprung a Leak	6	Tindr	Tier 3	Tier 3	—	—	A Patch in Time
<p>OBJECTIVES: A fissure has opened in the great Dwarf-canal leading down from Thorin's Hall, threatening to flood the Vale of Thráin. Objective #1: Tindr, the Master Builder of Thorin's Hall, has asked you to collect various ingredients for a mortar with which to repair a leak in the canal wall. Tindr is in the courtyard in front of Thorin's Hall. Sand is in the Rockbelly Pit northeast of Frerin's Court in a place called Winterheight. Gypsum and stones can be found in the Mirkstone Tunnels above Frerin's Court to the northwest.</p>								
	Stocking the Larder	3	Bogi	Tier 3	Tier 3	Dwarven Shoes, Dwarven Boots, Elven Shoes, Elven Boots	—	—
<p>OBJECTIVES: Bogi is concerned that the Longbeards do not have enough food for a prolonged stay. He needs aurochs meat to help stock the larder at Thorin's Hall. Objective #1: Kill some of the beasts and bring their meat back to Bogi. Herds of aurochs are found throughout the hills to the west of Frerin's Court.</p>								
	Tangled Up	14	Bersi	Tier 3	Tier 3	—	The Misplaced Cook	—
<p>OBJECTIVES: You found Bersi of Gondamon who went to gather herbs near a spider-lair and found himself trapped.</p>								

The Lord of the Rings Online

SHADOWS OF ANCOMAR™

ERED LUIN								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Cat's Meow	10	Thrasi	Tier 3	Tier 3	—	—	Hungry Mouths to Feed
OBJECTIVES: Thrasi, a Dwarf hunter, rescued a mother lynx while out hunting bears. He was attacked by a flock of hendrevail and had to leave the mother's cubs behind. Objective #1: Thrasi hurt his leg while rescuing an injured lynx from hendrevail and asked you to retrieve the surviving cubs. The abandoned den should be north of the hunter's lodge near the standing stones. Objective #2: A frightened lynx-cub cowers in an old den, too scared to venture out into the light. You must defeat the hendrevail lurking nearby to prove that you mean it no harm. There are hendrevail throughout the woods. Objective #3: With the hendrevail defeated, the lynx-cub seems to feel safe enough to leave its den. Coax the lynx-cub from its den. Objective #4: You recovered the lynx-cub as Thrasi requested. Return it to him at the hunter's lodge. Thrasi is back at the hunter's lodge, south of here.								
	The Days Ahead	7	Bregar	Tier 3	—	Toronn's Axe, Toronn's Hammer	Now is Found	—
OBJECTIVES: Langlas had given you a scroll to bring to Bregar at Duillond. Bregar recognized the poem as the "Lay of Nimrodel" and realized that a passage from the Lay might be enough to convince Toronn to remain in Middle-earth. Objective #1: Bregar has asked you to take the scroll to Toronn in the hope that it will convince his brother to remain. Toronn is at Celondim, south of Duillond.								
	The Elf-stone	13	Gailthin	Tier 2	—	—	A Disturbing Affair	The Standing-stone
OBJECTIVES: After you found a wight skull in the mounds, Nithi advised that you take it to the Elf, Gailthin. Objective #1: Gailthin gave you an Elf-stone and sent you to an Elf named Glamír, who may be able to help you against the wights of Haudh Lin. Glamír dwells at the ruins northeast of Gondamon, at the southern end of the Grimwater.								
	The Elf-sword	13	Penglir	Tier 3	Tier 3	Celairant's Sword, Celairant's Mace, Bregaith	Someone Worthy	—
OBJECTIVES: After allowing Starkath to take the bow from him, Celairant is now certain that he is not worthy of the Elvish weapon. Objective #1: Penglir has asked you to retrieve a sword which he placed by his companion's grave long ago and take it to Celairant. The sword Elvellon can be found at a grave marker amongst the mounds of the Edain, north-east of Gondamon. Celairant is at the hunter's lodge, west of Kheledûl.								
	The Fifth Gear	14	Bávor	Tier 3	Tier 3	—	The Fourth Gear	The Puzzle-vault
OBJECTIVES: Bávor is an artificer tasked with repairing the great lock which opens access to the fabled Vault of the Mountain. Objective #1: Bávor has asked you to recover the fifth and final gear from a terrible spider-lair. The fifth gear is in a chest in a spider lair north and east of Kheledûl in eastern Haudh Lin.								
	The First Gear	6	Bávor	Tier 3	Tier 3	—	—	The Second Gear
OBJECTIVES: Bávor is an artificer tasked with repairing the great lock which opens access to the fabled Vault of the Mountain. Objective #1: Bávor has asked you to help reassemble the Dwarf-built device which opens the Vault. The first missing gear is in a cave in the Winterheight, south-east of Thorin's Hall. Havor is back in Thorin's Hall itself.								
	The Flow to Noglond	7	Tindr	Tier 2	Tier 2	—	A Patch in Time	Quenching a Thirst
OBJECTIVES: Tindr hopes the repairs to the canal in Thorin's Hall has restored the flow of water to Noglond, the way-station in the Vale of Thráin. Objective #1: Tindr has asked you to speak with Geitir in Noglond to learn if the flow of water in the canal has returned to normal. Geitir is in Noglond, south on the road from Thorin's Halls.								
	The Fourth Gear	12	Bávor	Tier 3	Tier 3	—	The Third Gear	The Fifth Gear
OBJECTIVES: Bávor is an artificer tasked with repairing the great lock which opens access to the fabled Vault of the Mountain. Objective #1: Bávor has asked you to recover the fourth gear from the Dourhands of Kheledûl. The fourth gear is in a chest at the Dourhand part of Kheledûl, East of Gondamon.								
	The Lost Lore of Edhelion	2	Gailthin , Otur	Tier 3	Tier 3	New Club, New Hammer	—	—
OBJECTIVES: The halls of Edhelion, an old refuge of the Elves, were lost for many years. Recent exploration in the Silver Deep mines revealed a passage into Edhelion where lost secrets lie in wait of discovery. Objective #1: Gailthin asked you to enter in through the abandoned Dwarf-mine of the Silver Deep and search for some ruins of a library of Edhelion. The Elf-libraries are deep inside the Silver Deep near the ruins of Edhelion, up the path leading northeast from the southerly foot of the road from the Elves' camp. Objective #2: Bring the scroll you found in the ruined halls of Edhelion back to Gailthin in the ruins of Edhelion.								

Quests: Ered Luin



ERED LUIN

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Lost Tool	6	Flosi	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Flosi, an elderly Dwarf-pro prospector, lost his pick while digging in an old cave infested by cave-claws. Objective #1: Certain that he was nearing a vein of gold before being driven out of the cave, Flosi asked you to retrieve his pick-axe, as well as clear some of the cave-claws from the cave. The cave is east of Thorin's Hall, in the Winterheights. Objective #2: You should return the pick-axe to Flosi and let the old prospector know it should be safe for him to return to the cave. Flosi is on the stairs in front of the main gate to Thorin's Hall.</p>								
	The Misplaced Cook	14	Áskell	Tier 3	—	—	Tangled Up, Tangled Up	Tangled Up
<p>OBJECTIVES: Bersi, a Dwarf-cook, went off to collect herbs near a large lair of evil spiders northeast of Kheledûl, but he never returned. Objective #1: Áskell has asked you to seek out his friend Bersi who went to gather herbs near a lair of vicious spiders. He recommended that you turn north well before you reach Kheledûl so as not to risk an encounter with the Dourhands. Bersi is probably at or near the spider-lair north and east of Kheledûl.</p>								
	The Plundered Port	12	Áskell	Tier 3	Tier 3	Herth-herthar, Herth-klath, Raider of Kheledûl, Skirmisher of Kheledûl, Pillager of Kheledûl	Vow of Vengeance	—
<p>OBJECTIVES: Unsatisfied by the death of the Dourhand who killed his brother, Áskell seeks to hurt the Dourhands further by reclaiming their stolen wealth. Objective #1: Áskell has devised a new plan to punish the Dourhands for Gellir's death. He has asked you to raid the port-town of Kheledûl and recover boxes of treasure stolen from the Longbeards by the Dourhands. The treasure boxes are kept in the river port of Kheledûl, east of Gondamon.</p>								
	The Puzzle-vault	14	Bávor	Tier 3	Tier 3	Jofur-hálm, Bávor's Blade, Crown Finder	The Fifth Gear	—
<p>OBJECTIVES: Now that you have assembled all the gears, it is time to open the vault. You found these clues: the axe bites deep before first light of the sun. The sun rises after the moon has set. A jewel may be found in the light of the sun. Jewels are only found after much hard work. Before all else, the silvery light of the moon can be seen. Objective #1: Pull the vault levers in the right sequence. If you make a mistake, go back to Bávor Redstone to reset the gears. The vault is across Thorin's Hall to the north and up the stairs. Objective #2: Pull the vault levers in the right sequence. If you make a mistake, go back to Bávor Redstone to reset the gears. The vault is across Thorin's Hall to the north and up the stairs. Objective #3: Pull the vault levers in the right sequence. If you make a mistake, go back to Bávor Redstone to reset the gears. The vault is across Thorin's Hall to the north and up the stairs. Objective #4: Pull the vault levers in the right sequence. If you make a mistake, go back to Bávor Redstone to reset the gears. The vault is across Thorin's Hall to the north and up the stairs. Objective #5: Now that you've solve the puzzle-vault combination, you should collect the treasure and bring it back to Bávor Redstone. Bávor Redstone is back on the far side of Thorin's Hall to the south.</p>								
	The Second Gear	7	Bávor	Tier 3	Tier 3	—	The First Gear	The Third Gear
<p>OBJECTIVES: Bávor is an artificer tasked with repairing the great lock which opens access to the fabled Vault of the Mountain. Objective #1: Bávor discovered the location of the second gear and has sent you to search for it, while he repairs the first gear. The chest containing the second gear can be found on the south side of the goblin-infested ruins in the Vale of Thráin, south of Thorin's Halls and west of Noglund.</p>								
	The Standing-stone	14	Glamír	Tier 4	—	Gailthin's Feathered Hat, Bregnam	The Elf-stone	—
<p>OBJECTIVES: Barrow-wights roam the ancient Edain mounds in the eastern reaches of Haudh Lin, heralding the coming of a great evil to Ered Luin. Objective #1: Glamír told you to take the Elf-stone to the Edain mounds and place it upon the largest standing stone. He believes the creature whose will governs the wights of Haudh Lin may be drawn into the open by its presence. The white standing stone is in the old Edain mounds northeast of Glamír's home, near the ruins of an old building. Objective #2: As Glamír foretold, the Elf-stone drew forth the Master of Wights. You should return to Glamír with news of your victory over the creature. Glamír is at his home, south-west of the ancient Edain mounds. Objective #3: You should return the Elf-stone to Gailthin and tell her the tale of your deeds. Gailthin is at Gondamon, west of Glamír's home.</p>								
	The Sundered Shield	10	Áskell	Tier 3	Tier 3	—	—	Vow of Vengeance
<p>OBJECTIVES: Gellir Goldentongue led a delegation to make peace with the Dourhands, but has not been heard from since leaving Gondamon. Objective #1: Áskell has asked you to look for his brother, Gellir Goldentongue. He fears that Gellir has been treacherously slain and seeks any word of his passing. Gellir carried his gleaming shield everywhere, a famous heirloom of their family. Gellir went to the westernmost of the two Dourhand encampments north of Gondamon. Objective #2: It is clear that Gellir and his party were slain. Recover Gellir's shield and return it to Áskell in Gondamon.</p>								











ERED LUIN								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Third Gear	10	Bávor	Tier 3	Tier 3	Bávor's Boots, Túrchathol	The Second Gear	The Fourth Gear
OBJECTIVES: Bávor is an artificer tasked with repairing the great lock which opens access to the fabled Vault of the Mountain. Objective #1: Bávor has asked you to recover the third missing gear for the Vault of the Mountain. He warned you of rumours regarding the presence of barrow-wights amongst the old mounds. The third gear is in a chest atop a barrow-mound or hill in Haudh Lin, northeast of Gondamon.								
	Villains in the Vale	7	Grímzell Stonebearer	Tier 4	Tier 4	—	Hunting Goblins	Goblins in the South
OBJECTIVES: Grímzell thinks the goblins have occupied a large ruin, a former Dourhand city, to the south-west of Noglond. Objective #1: Embarrassed by his previous skepticism, Grímzell has asked you to raid the goblins in their camp and slay their chieftain. He suggested you take allies. The Blue-crag Chieftain is at the large goblin camp in ruins to the south-west of Noglond. Objective #2: You should return to Grímzell with news of your victory. Grímzell is in Noglond, northeast of the goblin encampment.								
	Vow of Vengeance	11	Áskell	Tier 4	Tier 4	—	The Sundered Shield	The Plundered Port
OBJECTIVES: Áskell was enraged by the news of his brother's death at the axes of the Dourhands and has sworn to have his revenge. Objective #1: Áskell has asked you to slay Skíthi Blackhand, the Dourhand leader, in revenge for his brother's murder. He suggests you take allies. Skíthi Blackhand is in the fortified eastern camp north of Gondamon. Objective #2: You should return to Áskell with news of your victory over Skíthi Blackhand. Áskell is at Gondamon, south of the Dourhand encampments.								
	Warming the Garrison	9	Orlygr	Tier 3	Tier 3	—	Protecting the Hunt	Feeding the Outpost
OBJECTIVES: Orlygr, the provisioner of Gondamon, has asked for your help building their winter stores. Objective #1: Orlygr has asked you to hunt the wolves that menace the wilds around Gondamon and obtain pelts he can use to make blankets and winter clothing. Wolves can be found in the wilds around Gondamon, especially to the west.								
	Webs of Sorrow	10	Glamír	Tier 3	Tier 2	—	Glamír's Vigil	Haunted Lands
OBJECTIVES: Glamír is concerned by the spiders which infest Talath Ondren. Objective #1: Glamír has asked you to slay the spiders that infest Talath Ondren, while he continues his search for the source of corruption in the region. Talath Ondren is east of the Grimwater. Objective #2: You should return to Glamír and see if he has made any progress in his search. Glamír is near the Grimwater, west of Talath Ondren and northeast of Gondamon.								
	What Was Lost	7	Toronn	Tier 3	—	—	Leaving Middle-earth	Now is Found
OBJECTIVES: Toronn desires to leave Middle-earth, while Bregar, his brother, believes they should remain. Bregar had you bring a leaf from a tree he and Toronn grown from a seed brought from their home of old. Toronn has decided to answer in kind, evoking memories of the past. Objective #1: Toronn has asked you to search the ruins of Dol Ringwest for stone cairn and the broken sword it holds. When you find it, bring the sword to his brother Bregar. The broken sword is in the ruins of Dol Ringwest which lie west of Duillond. Return it to Bregar in Duillond. Objective #2: You recovered a broken sword from a burial cairn in the Elf ruins of Dol Ringwest. Bregar waits for you in Duillond, east of the ruins of Dol Ringwest.								

ERED LUIN: EPIC QUESTS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Intro: Dark Places	2	Olin	Tier 3	Tier 3	Dwarven Vest, Dwarven Shirt	Guards of the Silver Deep	Gormr's Deeds
OBJECTIVES: A type of mushroom called nestadas grows in a nearby cave. Olin can use the mushrooms to purge himself of the poison the Dourhands gave him. Objective #1: Once you have gathered all the mushrooms, return to Olin. The Rockbelly Pit, where the nestadas may be found, is in the Winterheight, a rise found due east of Frerin's Court. Follow the road east from Frerin's Court until it branches, then take the south-east branch up the mountain and to the Winterheight.								
	Intro: Elrond's Premonition	1	Merethen	Tier 3	Tier 4	—	The Refuge of Edhelion	Meditating on the Past
OBJECTIVES: After being away for centuries, you return to the refuge of Edhelion, along with Elrond's sons and Dorongúr Whitethorn. Objective #1: Dorongúr wishes to speak to you about a matter of great importance. Find Dorongúr Whitethorn on the road west out of the ruins of Edhelion, beyond the western gate.								









Quests: Ered Luin



ERED LUIN: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Intro: Goblin Prowlers	3	Dwalin	Tier 2	Tier 2	Dwarven Shoulder Pads, Dwarven Shoulder Pads, Elven Shoulder Pads, Leather Shoulder Pads	—	Goblins in the Crag
OBJECTIVES: Long ago, Skorgrim, lord of the Dourhands, allied himself with goblins and trolls. Dwalin believes the Dourhands are returning to their old ways. Objective #1: Dwalin has asked you to slay a goblin and search it. If you find anything interesting, return it to Dwalin at once. Goblin-prowlers are found to the west of Frerin's Court, hunting the aurochs. Some have also been seen on the Axehead Path, north-west of Frerin's Court. Dwalin is at Frerin's Court.								
	Intro: Goblins in the Crag	4	Dwalin	Tier 3	Tier 3	Cloth Hood, Dwarven Helmet, Feathered Hat, Elven Helmet	Goblin Prowlers	Skorgrim's Tomb
OBJECTIVES: The Elves told Dwalin that Elrohir, son of Elrond, entered the Mirkstone Tunnels near Thorin's Hall to discover more about the plans of the Dourhands. Objective #1: Elrohir, son of Elrond, entered the Mirkstone Tunnels to search for answers to the mystery of why the Dourhands have allied themselves with goblins. Dwalin asked you to meet with Elrohir to see what he may have learned. Elrohir may be found somewhere in the Mirkstone Tunnels. The entrance to the Tunnels lies at the top of the Axe-head Path, north-west of Frerin's Court. Objective #2: Elrohir gave you a letter to take to Dwalin. Objective #4: Dwalin can be found in Frerin's Court, south-east of the Mirkstone Tunnels.								
	Intro: Gormr's Deeds	3	Olin	Tier 1	Tier 1	—	Dark Places	Goblin Prowlers
OBJECTIVES: Olin felt much better after taking a remedy made with Elven mushrooms. Free of pain, Olin told you of Gormr Doursmith, the Dwarf who leads the Dourhands. Objective #1: Olin revealed that Gormr Dourhand is in league with goblins and may have contributed to his poisoning. Dwalin can be found in Frerin's Court, the central square of Thorin's Gate.								
	Intro: Guards of the Silver Deep	2	Dori	Tier 2	Tier 2	—	Sharpen Your Skills	Dark Places
OBJECTIVES: The Guards of the Silver Deep are a group of Dwarf-guardians charged by Thorin to ensure that the Silver Deep remains undisturbed. Objective #1: Dwalin asked you to find Olin, one of the Guards of the Silver Deep, and learn what he knows about the situation at Thorin's Hall. Olin may be found in the guard-house west of Frerin's Court.								
	Intro: Into the Silver Deep	1	—	—	—	—	—	—
OBJECTIVES: Thorin and Company are preparing to leave from the Blue Mountains for the ancestral home of Durin's folk, the Lonely Mountain. Thorin has called together all the dwarves of the Blue Mountains for a final assembly. Objective #1: Glóin will tell you what you can do to help prepare for the assembly. Objective #2: Glóin asked you to enter the Silver Deep, a new hall under construction, and meet with Gimli, his son. Once there, both you and Gimli will gather the workers for the assembly. Objective #3: While Gimli gathers the workers from another passage in the Deep, you must speak to the miners in this passage. Objective #4: Otur suggested you find a weapon before continuing on your search for Tvisur. Objective #5: While you were trying to call Tvisur to Thorin's ceremony, he broke through a wall, unleashing a troll. The troll slew him and then chased after Gimli. You should follow Otur and see how you can get help for Gimli. Follow Otur to get help for Gimli. Objective #6: As you followed Otur, he discovered that the door that led to the bridge had been damaged by the troll's attacks. He asked you to go and help Gimli while he went off to get more help. Fight your way deeper into the Silver Deep to help Gimli. Objective #7: You have made your way to Gimli. Help him, if you can. Objective #8: Gandalf the Grey, a wizard accompanying Thorin's Company, saved Gimli from the troll.								
	Intro: Meditating on the Past	2	Dorongúr Whitethorn	Tier 1	Tier 1	Elven Trousers, Elven Leggings	Elrond's Premonition	Scouting the Ruins
OBJECTIVES: The eldest and wisest of the Elves spend their time contemplating the past in an effort to glean wisdom from it. Objective #1: Dorongúr suggested you speak to one of the Elves reflecting on the events that happened in Edhelion so long ago. You must learn all you can from those who contemplate the past. Listen to their words and learn from their wisdom. The Elf is in the ruins near Dorongúr Whitethorn. Objective #2: You sought counsel with the other Elves and learned from their wisdom. Now you should return to Dorongúr. Dorongúr can be found in the Elf-ruins.								
	Intro: Return from the Lonely Mountain	1	Bolli	Tier 3	Tier 4	—	Into the Silver Deep	Sharpen Your Skills
OBJECTIVES: After many years of absence, a party of Longbeards has returned to the Blue Mountains and Thorin's Hall. Objective #1: Bolli told you that Dori wished to speak with you. Dori can be found up a set of stairs east of Bolli.								
	Intro: Scouting the Ruins	2	Dorongúr Whitethorn	Tier 2	Tier 2	—	Meditating on the Past	The Halls of Edhelion
OBJECTIVES: One of the sons of Elrond, Elladan, scouted ahead to see if anyone entered the ruined halls of Edhelion. Objective #1: Elladan is investigating the Silver Deep mines for signs of danger. Elladan can be found near the entrance to the Silver Deep, west of the ruins of Edhelion. It is reached by travelling down the mountain path, then north to the mine's entrance.								

ERED LUIN: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Intro: Sharpen Your Skills	2	Dori	Tier 1	Tier 1	Dwarven Trousers, Dwarven Leggings	Return from the Lonely Mountain	Guards of the Silver Deep
OBJECTIVES: Dori recommended that you sharpen your skills a bit before confronting the Dourhands. Objective #1: Dori suggested that you spend some time training with the visiting trainer. The trainer awaits you near the centre of the Berghold to the west of Dori. Objective #2: You should return to Dori and find out what he means to do about the Dourhands. Dori can be found just east of the Berghold.								
	Intro: Skorgrím's Tomb	5	Dwalin	Tier 5	Tier 5	—	Goblins in the Crag	—
OBJECTIVES: Dwalin read the letter that Elrohir recovered and learned of some distressing information. The Dourhands pledged to serve Angmar if their fallen leader, Skorgrím, was restored to life. Objective #1: Dwalin asked you to travel with him to Skorgrím's tomb and put an end to the Dourhands' mad schemes. You should speak with him again when you are ready to leave. Objective #2: Two years have passed since the events in Skorgrím's tomb, but you have remained in the Blue Mountains to help the Longbeards reclaim their halls. Eilian wishes to speak with you. Two years have passed since the events in Skorgrím's tomb, but you have remained in Ered Luin to help protect the Refuge of Duillond. Skógi wishes to speak with you.								
	Intro: The Halls of Edhelion	2	Elladan	Tier 3	Tier 3	Elven Robe, Elven Shirt	Scouting the Ruins	The Longbeards
OBJECTIVES: Elladan entered the Silver Deep and found it rife with goblins. He slew many of the foul creatures and drove the others away. Objective #1: Elladan killed several goblins and wants you to search the dead for clues while he guards the entrance. The entrance to the Silver Deep lies to the northeast of Elladan. Objective #2: Your search revealed that many of the goblins carried Dwarf-made pick-axes. Elladan will be most interested in your find. Elladan is outside the Silver Deep.								
	Intro: The Longbeards	3	Elladan	Tier 1	Tier 1	—	The Halls of Edhelion	Goblin Prowlers
OBJECTIVES: Goblins were discovered in the Silver Deep mines and Elladan fought many of them. He is troubled by what you discovered when you searched the bodies: Dwarf-made pick-axes carried by each of the slain goblins. Objective #1: Elladan has instructed you to take the Dwarf-made picks to Dwalin and tell him of the goblins in the Silver Deep. Dwalin can be found in Frerin's Court, west of the Silver Deep.								
	Intro: The Refuge of Edhelion	1	—	—	—	—	—	—
OBJECTIVES: While visiting the refuge of Edhelion on a sojourn from your woodland home, the refuge was attacked by a clan of dwarves called the Dourhands. These dwarves are led by Skorgrím, a vicious Dwarf intent on taking the treasures of Edhelion for himself. In the initial attack, the dwarves broke through the refuge's defences, but the elves rallied and pushed the dwarves back. Objective #1: In the lull in the battle, Talagan Silvertongue, master of the refuge, has called for your aid. Speak to Talagan, the Master of the Refuge. Objective #2: Talagan Silvertongue has told you that he would like you to make your way to the courtyard of Edhelion and help defend it from further attack. Once you have gathered Haerandir's weapon, speak to Talagan Silvertongue. Objective #3: Talagan Silvertongue has told you that he would like you to make your way to the courtyard of Edhelion and help defend it from further attack. Follow Edhelben as he directs you to the courtyard of Edhelion. Objective #4: Fight your way to the courtyard of Edhelion. Objective #5: Now that you've reached the courtyard of Edhelion, follow Dorongúr Whitehorn into it. Objective #6: Speak to Dorongúr Whitehorn. Objective #7: Soon after you entered the courtyard of Edhelion, the Dourhands broke down the gate. Skorgrím and a party of dwarves ran towards the entrance to Edhelion's halls. Follow Elrond and Dorongúr Whitehorn to the entrance to the halls of Edhelion. Objective #8: Talagan has sacrificed himself to ensure that the relics of Edhelion did not fall into the hands of Skorgrím! Speak to Elrond and tell him what you know about Edhelion's relics.								
	Prologue: Assault on Rath Teraig	12	Langlas	Tier 4	Tier 3	Smith-leggar, Threk-mundar, Victory at Rath Teraig, Skorgrím's Scourge, Bane of the Dourhands	Preparations for the Assault	The One Called Strider
OBJECTIVES: Dwalin of Thorin's Halls and Dorongúr Whitehorn of Duillond have assembled their forces, and you have prepared the way into Rath Teraig. All stands ready for the assault on the goblin-army. Objective #1: Langlas told you to gather allies, then return to him. When the assault begins, he will show you a path leading behind enemy lines, where Avorthal awaits you. Langlas is at the hunter's lodge, east of Gondamon. Objective #2: Skorgrím was driven from Ered Luin, but not slain. Langlas awaits an audience with you to decide your course. Langlas is at the hunter's lodge, east of Gondamon.								
	Prologue: At the Behest of Cardavor	5	Eilian	Tier 1	—	—	—	Unlike Avorthal
OBJECTIVES: You were greeted by an Elf-maiden as you paused for reflection in Celondim. Objective #1: Cardavor, an Elf of Celondim, needs assistance with some matter. Perhaps you should speak with him. Cardavor waits for you by the piers north of where Eilian keeps watch.								
	Prologue: At the Behest of Unnarr	5	Skógi	Tier 1	—	—	—	The Missing Guard
OBJECTIVES: You were greeted by the Dwarf Skógi as you arrived at Thorin's Hall. Objective #1: Skógi told you to speak to the Unnarr, the Captain of the Guard. Unnarr is waiting for you in Thorin's Hall.								







Quests: Ered Luin



ERED LUIN: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Prologue: Avorthal's Favourite Haunts	6	Cardavor	Tier 3	Tier 3	—	Unlike Avorthal	The Wrath of the Elves
<p>OBJECTIVES: The news you brought from Athal has caused Cardavor greater worry, for it is unlike Avorthal to be late without sending word, nor to forego his usual habits. Objective #1: Cardavor recalled one more of his son's favourite haunts—some ruins west of Celondim, where Avorthal goes when he desires solitude—and has asked you to seek Avorthal there. Avorthal may be among the ruins west of Celondim. Objective #2: Cardavor recalled one more of his son's favourite haunts—some ruins west of Celondim, where Avorthal goes when he desires solitude—and has asked you to seek Avorthal there. A leather satchel lies beside the body of a slain goblin. It could provide clues to aid you in your quest. Objective #3: You went to the ruins to which Cardavor directed you, but you did not find Avorthal there. All you found was a discarded satchel and a party of goblins. Perhaps Cardavor will recognize the satchel. Cardavor is at Celondim.</p>								
	Prologue: Beyond the Cave-in	6	Guard-captain Unnarr	Tier 3	Tier 2	—	The Missing Guard	Dwalin's Bad Day
<p>OBJECTIVES: Unnarr believes the caved-in passage through which the burglars gained access to the treasury leads to the Silver Deep. Objective #1: Unnarr has asked you to search the Silver Deep for the other side of the caved-in passage through which the burglars were able to reach the treasury, perhaps finding some sign of their passing. The other side of the caved-in passage is somewhere in the Silver Deep, the mine in the northeast corner of the valley. Objective #2: You discovered a dead Dourhand by the caved-in passage leading into the treasury, but did not find any of the stolen gold. Unnarr is waiting for your report and should be shown the Dourhand insignia on the sword you found. Unnarr is in the main square of Thorin's Halls.</p>								
	Prologue: Dwalin's Bad Day	6	Guard-captain Unnarr	Tier 1	Tier 1	—	Beyond the Cave-in	The Wisdom of the Thrushes
<p>OBJECTIVES: Unnarr cannot believe that the Dourhands have returned to Thorin's Halls and managed to steal Longbeard gold right from under his nose. Objective #1: Unnarr has given you the unhappy task of telling Dwalin that the Dourhands have made off with some Longbeard gold. Dwalin is in the throne room of Thorin's Halls, north of the main square.</p>								
	Prologue: Gondamon in the Low-lands	9	Rothgar	Tier 2	—	—	The Old Dourhand City	Mutual Dislike
<p>OBJECTIVES: Rothgar is concerned about the ominous words you heard from the Dourhand burglar and feels Mathi Stouthand, Lord of Gondamon, should be told that trouble is brewing. Objective #1: Rothgar has asked you to deliver word to Mathi Stouthand that the goblins and the Dourhands are planning some new treachery, while he delivers the stolen gold back to Dwalin. Mathi Stouthand can be found on the upper levels of Gondamon, along the road east of Noglund.</p>								
	Prologue: Longbeard Loyalty	7	Dwalin	Tier 1	Tier 1	—	The Wisdom of the Thrushes	The Old Dourhand City
<p>OBJECTIVES: Dwalin's mood has lightened somewhat now that he knows where the Dourhands took the stolen gold. Plans have been put in motion to recover the gold. Objective #1: Dwalin has asked you to work with Rothgar, a loyal Longbeard, to recover the stolen gold from the Dourhand thieves. Rothgar is at Noglund, the way-station far to the south along the road that runs through the Vale of Thráin.</p>								
	Prologue: Mutual Dislike	11	Mathi	Tier 1	Tier 1	—	—	To Avert a War
<p>OBJECTIVES: Tensions between the Elves of Duillond and the Dwarves of Gondamon are escalating because of Avorthal's abduction. Mathi Stouthand is afraid that there will be war if his people try to rescue the Elf-prince and fail. Objective #1: To avoid the appearance of allegiance between the Longbeards and the Dourhands, Mathi Stouthand has suggested recruiting a neutral party to conduct the rescue of Avorthal. He has asked you to seek out a Ranger by the name of Langlas and enlist his aid. The Ranger Langlas is at the hunter's lodge, east of Gondamon.</p>								
	Prologue: Preparations for the Assault	12	Langlas	Tier 3	Tier 2	—	Rescue by Moonlight	Assault on Rath Teraig
<p>OBJECTIVES: With the release of Avorthal, the threat of war between the Dwarves of Gondamon and the Elves of Duillond has been averted, but the dangers posed to both kinfolk remain, embodied by Skorgrim's Dourhands and the goblin-army they have raised. Objective #1: Langlas has sent word to Mathi Stouthand and Gailthin to begin preparations for an assault on Skorgrim's goblin army in Rath Teraig. As well, he instructed you to begin thinning the enemy forces there. The goblins are mustering in Rath Teraig, the valley south of Gondamon. Objective #2: You have prepared the way for the assault on Rath Teraig, as Langlas had instructed you. You should return to Langlas with news of your success. Langlas is at the hunter's lodge, east of Gondamon.</p>								
	Prologue: Reluctant Allies	9	Gailthin	Tier 2	—	—	Suspicious Encampment	Mutual Dislike
<p>OBJECTIVES: You discovered that Avorthal is indeed being held captive by dwarves, which seems to confirm that they have turned against the Elves of Duillond. Objective #1: Gailthin, angered by Mathi Stouthand's apparent duplicity, has instructed you to confront the Lord of Gondamon with the evidence of Avorthal's captivity and demand the release of the Elf-prince. Mathi Stouthand is on the upper levels of Gondamon.</p>								

ERED LUIN: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Prologue: Rescue by Moonlight	12	Langlas	Tier 4	Tier 3	—	To Avert a War	Preparations for the Assault
<p>OBJECTIVES: Avorthal had been moved from the Dourhand encampment where he was being held and will soon be taken aboard a ship destined northward and beyond all hope of rescue. Objective #1: Langlas told you that Svanr the former harbour-master of Kheledûl, can help you sneak into the city and onto the ship where Avorthal is being held. Svanr may be found east of the hunter's lodge, not far from Kheledûl. Objective #2: Svanr told you to gather allies and return to him when you are ready to sneak into Kheledûl. Svanr is just outside the port-city of Kheledûl. Objective #3: Now that Avorthal is safe, You should return to Langlas and give him the grim tidings the Elf-prince learned during his captivity. The Ranger Langlas is at the hunter's lodge, west of Kheledûl.</p>								
	Prologue: Suspicious Encampment	9	Gailthin	Tier 3	Tier 3	Gailthin's Shoulder Guards, Gailthin's Gloves, Gailthin's Bracelet	The Emissary	Reluctant Allies
<p>OBJECTIVES: Gailthin has learned that a group of dwarves have established an encampment in the low-lands of Ered Luin, north of Gondamon. Objective #1: While Gailthin tries to learn the truth of Avorthal's whereabouts from Mathi Stouthand, the Lord of Gondamon, she has asked you to investigate a suspicious encampment of dwarves. She recommended you take allies with you. The suspicious encampment is in the low-lands of Ered Luin, north of Gondamon. Objective #2: While investigating the Dwarf encampment, you stumbled across Aglarchen, a friend of Avorthal, who revealed where Avorthal is being held. You should return to Gailthin with this news at once. Gailthin is in Gondamon, south of the suspicious Dwarf-encampment.</p>								
	Prologue: The Emissary	9	Dorongúr Whitethorn	Tier 2	—	—	The Master of the Refuge	Suspicious Encampment
<p>OBJECTIVES: Dorongúr Whitethorn is willing to go to war for Avorthal, but only as a last resort. Suspicious that Pamprauth's news of Avorthal's captivity may be a goblin-ruse, he wishes to first use diplomatic means to learn the truth. Objective #1: In the spirit of diplomacy, Dorongúr has asked you to carry a letter to Gailthin, his emissary to the dwarves of Gondamon, and bids you aid her in finding and rescuing Avorthal. Gailthin is in Gondamon, north and west of Duillond, in the low-lands of Ered Luin.</p>								
	Prologue: The Master of the Refuge	7	Cardavor	Tier 1	Tier 1	—	The Wrath of the Elves	The Emissary
<p>OBJECTIVES: The goblin Pamprauth let slip the knowledge that Avorthal was not slain, but handed over to wicked dwarves. Cardavor was further embittered by this news and is prepared to declare open war against the dwarves of Ered Luin to reclaim his son. Objective #1: While Cardavor is relieved that Avorthal still lives, he is prepared to wage war upon all the dwarves of Ered Luin to rescue his son. He has asked you to inform Dorongúr Whitethorn of Avorthal's captivity in hopes that Dorongúr will muster a force to reclaim the Elf-prince. Dorongúr Whitethorn can be found at the refuge of Duillond, north of Celondim.</p>								
	Prologue: The Missing Guard	6	Guard-captain Unnarr	Tier 1	Tier 1	—	At the Behest of Unnarr	Beyond the Cave-in
<p>OBJECTIVES: Unnarr, Captain of the Guard at Thorin's Halls, was informed that one of the treasuries had been left unguarded. Objective #1: Unnarr has asked you to learn what became of Vitharr, the guard assigned to the presently unguarded treasury. The unguarded treasury is located near to the large statue of Thorin that looks out over the valley from the north-west of the main square. Objective #2: You found the missing guard, Vitharr, inside the treasury, practically unconscious. Vitharr asked you to return to Unnarr and report that someone had assaulted him from behind and looted the treasury. Unnarr, the Captain of the Guard, can be found in Thorin's Halls.</p>								
	Prologue: The One Called Strider	12	Langlas	Tier 2	Tier 2	—	Assault on Rath Teraig	—
<p>OBJECTIVES: Langlas asked you to journey to Bree-town and seek out his captain, a Ranger called Strider. A Man named Barliman runs a tavern in Bree and may have more information about Strider's travels. Objective #1: Find Barliman Butterbur in the Prancing Pony, a well-known tavern in Bree-town. He may know of Strider's current whereabouts or if he's even in Bree-land at this time.</p>								
	Prologue: The Old Dourhand City	8	Rothgar	Tier 4	Tier 3	Rothgar's Cape, Rothgar's Axe	Longbeard Loyalty	Gondamon in the Low-lands
<p>OBJECTIVES: Rothgar told you about the old Dourhand city to the west of Noglond, but does not know why the Dourhands would bring the stolen gold into it—the city was overrun by goblins two years earlier. Objective #1: Rothgar has confirmed the existence of an old stronghold of the Dourhands, now goblin-infested, near Noglond. If the thrushes are correct, the Dourhands brought the stolen gold into the city. Rothgar suggested you take allies with you. The old Dourhand city lies to the west of Noglond, up a flight of steps carved into the mountains. Objective #2: You have recovered the stolen gold and should return it to Rothgar for delivery, as Dwalin instructed. Rothgar is at Noglond, east of the old Dourhand city, along the road that runs through the Vale of Thráin.</p>								

Quests: Ered Luin



ERED LUIN: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Prologue: The Wisdom of the Thrushes	7	Dwalin	Tier 3	Tier 2	Dwalin's Short Robe, Dwalin's Leggings	Dwalin's Bad Day	Longbeard Loyalty
<p>OBJECTIVES: Dwalin wants to know where the Dourhands went with the stolen gold and wonders if the thrushes of the Vale of Thráin might have seen something. Objective #1: Dwalin suggested you speak with Nos Grimsong, one of his loyal retainers and a friend to the thrushes of the Vale of Thráin. If the thrushes saw the Dourhand burglars, Nos will have heard about it. Nos Grimsong can be found at the thrush nesting grounds, south of Thorin's Halls and west of the road in the Vale of Thráin. Objective #2: Nos Grimsong wrote down what he learned from the thrushes about the movements of the Dourhands in recent days and gave you his notes to take to Dwalin. Dwalin is in the throne room of Thorin's Halls to the north.</p>								
	Prologue: The Wrath of the Elves	7	Cardavor	Tier 3	Tier 2	Pampraush's End, Pampraush's Bane	Avorthal's Favourite Haunts	The Master of the Refuge
<p>OBJECTIVES: From all appearances, goblins waylaid Avorthal in the ruins to the west of Duillond, leaving no trace of him but his satchel. Objective #1: The apparent death of Avorthal has enraged Cardavor against the goblins. He has asked you to seek out a band of goblins led by a creature named Pampraush and slay them all in Avorthal's name. Pampraush and his minions are in Limael's Vineyard, west of Celondim. Objective #2: You sought out the goblin Pampraush and his minions as Cardavor requested, but learned from Pampraush that Avorthal may still be alive as a prisoner of dwarves. Cardavor should be told at once. Cardavor is at Celondim, the harbour east of Limael's Vineyard.</p>								
	Prologue: To Avert a War	12	Langlas	Tier 4	Tier 4	Langlas' Leggings, Daeronn, Gollolf	Mutual Dislike	Rescue by Moonlight
<p>OBJECTIVES: Langlas has formed a plan to rescue Avorthal from the Dourhand camp and is ready to carry it out. Objective #1: Langlas told you to return to him after you had gathered allies to assist in the raid on the Dourhand camp. Langlas is at the hunter's lodge, east of Gondamon. Objective #2: Though you and Langlas fought to the heart of the Dourhand encampment, you learned that Avorthal had already been moved. Now you and Langlas must devise another plan. Langlas is at the hunter's lodge, east of Gondamon.</p>								
	Prologue: Unlike Avorthal	6	Cardavor	Tier 1	Tier 1	—	At the Behest of Cardavor	Avorthal's Favourite Haunts
<p>OBJECTIVES: Cardavor, an Elf of Celondim, received a message from his son Avorthal saying that he was coming down from Duillond to visit; however, Avorthal is late, and Cardavor is concerned. Objective #1: Cardavor hopes that his son was only delayed by a visit to his Dwarf-friend Athal along the road leading from Duillond to Celondim. He has asked you to journey north and east to find him. The Dwarf, Athal, who Avorthal may have paused in his travels to speak to patrols the road north of Celondim. Objective #2: You spoke with Avorthal's Dwarf-friend Athal, but he had little to tell you, except that he had not seen Avorthal in days. You should return to Cardavor with this news. Cardavor is by the docks in Celondim, south of Athal's patrol.</p>								

Ered Luin

Level 1

Intro: Elrond's Premonition (Epic)
Intro: Into the Silver Deep (Epic)
Intro: Return from the Lonely Mountain (Epic)
Intro: The Refuge of Edhelion (Epic)

Level 2

Fear of Collapse
Intro: Dark Places (Epic)
Intro: Guards of the Silver Deep (Epic)
Intro: Meditating on the Past (Epic)
Intro: Scouting the Ruins (Epic)
Intro: Sharpen Your Skills (Epic)
Intro: The Halls of Edhelion (Epic)
Restoring the Balance

The Lost Lore of Edhelion

Level 3

Intro: Goblin Prowlers (Epic)
Intro: Gormr's Deeds (Epic)
Intro: The Longbeards (Epic)
Stocking the Larder

Level 4

A Deadly Bloom
Intro: Goblins in the Crag (Epic)

Level 5

A New Shine
Frostmantle
Intro: Skorgím's Tomb (Epic)
Prologue: At the Behest of Cardavor (Epic)
Prologue: At the Behest of Unnarr (Epic)
Prologue: The Missing Guard (Epic)

Level 6

A Patch in Time
Gift for a Friend
Gleaning the Field
Gisli's Favourite
Hallowed Ground
Need of a Cask
Prologue: Beyond the Cave-in (Epic)
Prologue: Dwalin's Bad Day (Epic)
Prologue: Avorthal's Favorite Haunts (Epic)
Prologue: Unlike Avorthal (Epic)
Return the Cask
Sprung a Leak
The First Gear
The Lost Tool

Level 7

A Rare Vintage
Calengil's Vigil
Cleansing Draught
Cleansing the Ruins
Clear the Roads
Cutting Cords
Goblins in the South
Herding Cats
Hunting Goblins
Leaving Middle-earth
Now Is Found
Prologue: The Wisdom of the Thrushes (Epic)
Prologue: Longbeard Loyalty (Epic)
Prologue: The Master of the Refuge (Epic)
Prologue: The Wrath of the Elves (Epic)



Quenching a Thirst
 The Days Ahead
 The Flow to Noglund
 The Second Gear
 Villains in the Vale
 What Was Lost
Level 8
 Prologue: The Old Dourhand City (Epic)
Level 9
 Glamir's Vigil
 On to Gondamon
 Prologue: Gondamon in the Low-Lands (Epic)
 Prologue: The Emissary (Epic)
 Prologue: Reluctant Allies (Epic)

Prologue: Suspicious Encampment (Epic)
 Warming the Garrison
Level 10
 Feeding the Outpost
 Gondamon to Bree-town
 Hungry Mouths to Feed
 On the Mend
 Protecting the Hunt
 The Cat's Meow
 The Sundered Shield
 The Third Gear
 Webs of Sorrow
Level 11
 A Remarkable Bow
 Cave-claws in the Narrows

Clear the Way
 Prologue: Mutual Dislike (Epic)
 Vow of Vengeance
Level 12
 Goblins in the Valley
 Haunted Lands
 Prologue: To Avert a War (Epic)
 Prologue: Rescue by Moonlight (Epic)
 Prologue: Preparations for the Assault (Epic)
 Prologue: Assault on Rath Teraig (Epic)
 Prologue: The One Called Strider (Epic)
 Sickening of the Land
 Spiders of the Vale

The Fourth Gear
 The Plundered Port
Level 13
 A Disturbing Affair
 A Grisly Task
 Old Bones
 Someone Worthy
 The Elf-Stone
 The Elf-Sword
Level 14
 Tangled Up
 The Fifth Gear
 The Misplaced Cook
 The Puzzle-vault
 The Standing-stone

The Ettenmoors

The Ettenmoors provide PvMP (player vs. monster-player) combat. Once you're at a high enough level to join with your player character, you can enter the region via various stable-masters. Or, you can play as a monster by visiting a Fell Scrying Pool, such as the one in Bree's Beggar's Alley. As a monster player, you can become an orc, spider, uruk, or warg; each has unique abilities and the capacity to earn destiny points to be spent on character upgrades or even new skills. On the flip side, characters earn renown primarily by slaying monsters to gain grander and grander PvMP titles. Like other regions, the Ettenmoors contains quests, though these are based around raid groups or PvMP-centric objectives. Primarily, players and monsters will fight over the region's central strongholds, such as Tol Ascarnen, Lugazag tower, Tirith Rhaw, and Grimwood Lumber Camp.

ETTENMOORS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Dash of This and That	50	Taskmaster Gukthor	—	—	—	—	—
OBJECTIVES: Taskmaster Gukthor admits hating the taste of gruel, but has found that the seeds the rat-folk use to grow their leaf adds a nice bite to the mash he uses in his gruel. He has asked that you collect ten seeds for the evening meal. Objective #1: Taskmaster Gukthor waits for you to return with the brittle-leaf seeds. The rat-folk living south of Dâr-gazag along the river grow a plant that can be crushed to make a tasty spice.								
	Angmar's Chieftains	50	First Marshal Sathryth	—	—	—	—	—
OBJECTIVES: First Marshal Sathryth at Ost Ringdyr is collecting seals found on the Chieftains of Angmar's army in the Ettenmoors. Objective #1: Chieftains amongst Angmar's army bear seals that denote their station. Slay them and take their seals to earn recognition amongst the Free Peoples. First Marshal Sathryth has promised a reward for the seals you bring her. The Chieftains of Angmar may be found among the Enemy in the Ettenmoors.								
	Angmar's Scouts	50	First Marshal Sathryth	—	—	—	—	—
OBJECTIVES: First Marshal Sathryth at Ost Ringdyr is collecting badges taken from Angmar's weakest forces. Objective #1: Forces in the service to Angmar may each carry a seal of their station. Search among the enemy for these badges. First Marshal Sathryth at Ost Ringdyr has promised a reward for the badges you bring her. Trackers can be found among the Enemy in the Ettenmoors.								
	Angmar's Soldiers	50	First Marshal Sathryth	—	—	—	—	—
OBJECTIVES: First Marshal Sathryth at Ost Ringdyr is collecting badges taken from Angmar's soldiers. Objective #1: Soldiers in the service to Angmar may each carry a seal of their station. Search among the enemy for these badges. First Marshal Sathryth at Ost Ringdyr has promised to reward you for the patches you bring her.								

Quests: Ettenmoors



ETTENMOORS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Angmar's Taskmaster's	50	First Marshal Sathryth	—	—	—	—	—
OBJECTIVES: First Marshal Sathryth at Ost Ringdyr is collecting badges taken from Angmar's taskmasters. Objective #1: The taskmasters who drive the Angmarim war-host into a frenzy bear honourifics of their station. Collect these to earn commendation from the Army of the Free Peoples. First Marshal Sathryth at Ost Ringdyr has promised to reward you for the taskmaster's honourifics you bring her. The taskmasters of Angmar can be found among the Enemy in the Ettenmoors.								
	Angmar's Tyrants	50	First Marshal Sathryth	—	—	—	—	—
OBJECTIVES: First Marshal Sathryth at Ost Ringdyr seeks the honourifics of the true leaders of Angmar's army, the Tyrant's lashes. Objective #1: Known by many names, the true leaders of Angmar's army are nothing more than tyrants, and the symbol of their station will earn you favour with the Free Peoples. First Marshal Sathryth at Ost Ringdyr has promised to reward you for the Tyrant's lashes you bring her. Tyrants can be found among the Enemy in the Ettenmoors.								
	Armour for the Lessers	50	Quartermaster Apsdud	—	—	—	—	—
OBJECTIVES: Quartermaster Apsdud believes that the lesser creatures in Angmar's army—spiders and Wargs—need armour and thinks that he can assist them by crafting armour from the chitin of the Neekerbreakers nearby. Objective #1: Quartermaster Apsdud directed you to collect chitin to craft the armour he intends for the Wargs and spiders. Norbog, also called Neekerbreakers, dwell near the river banks.								
	Bedding of Bears	50	Soldier Fandmau	—	—	—	—	—
OBJECTIVES: Soldier Fandmau, stationed at Tirith Rhaw, ordered you to collect the hides of the Morningthaw-bears to use as bedding for the army. Objective #1: Soldier Fandmau waits for you to return with the bear-hides he ordered you to collect. Bears can be found around Tirith Rhaw.								
	Big Stuff	50	Taskmaster Ghamp	—	—	—	—	—
OBJECTIVES: Taskmaster Ghamp, the troll stationed at the Grimwood Lumber-yard made mention of "big log." You surmise that he needs large logs to repair the walls encircling the camp. Objective #1: Taskmaster Ghamp communicated in his own way that he needs large logs to fix the walls at the Grimwood Lumber-yard. Find Grimwood-logs from felled trees or carve them from the Leafcull-trees in the area.								
	Captain-General Bordagor (Raid)	50	Soldier Bagfra	—	—	—	—	—
OBJECTIVES: The Grimwood forest covering most of Hithlad, is home to a lumber-yard established by a race of small, tasty folk. The rat-folk dwell far away from the lumber-yard, but the enemy is there now. What is worse, an Elf stands at the head of the enemy's army.								
	Captain-General Harvestgain (Raid)	50	Soldier Súmtharb	—	—	—	—	—
OBJECTIVES: Captain-General Harvestgain is the leader of the Free Peoples at Lugazag.								
	Captain-General Lainedhel of Ost Ringdyr (Raid)	50	Taskmaster Krul	—	—	—	—	—
OBJECTIVES: Attempts to weaken the enemy forces are proving fruitful, and the keep east of Tirith Rhaw, where the Elf Captain-General Lainedhel rules, is the target of assault. You are charged with organizing a war-band to assault Ost Ringdyr in an effort to slaughter the lord of the keep. Objective #1: Taskmaster Krul directed you to make your way to Ost Ringdyr to slaughter the lord of the keep. Ost Ringdyr is far to east beyond the Hoardale river and Tirith Rhaw. Objective #2: After storming the walls of Ost Ringdyr, you fought through the enemy and defeated the leader of the keep. You should return to Taskmaster Krul with news of their defeat. Taskmaster Krul is at Gramsfoot.								
	Captain-General Mákan of Tol Ascarnen (Raid)	50	Taskmaster Kúf	—	—	—	—	—
OBJECTIVES: The ancient keep Tol Ascarnen was once home to the Witch-king of Angmar as he returned to Mordor after facing the armies of Glorfindel in the north. The keep long lay in ruins, but still it holds majesty for the minions of Mordirith. You are tasked with assembling a force to liberate the holding from the Dwarf who now calls the place home.								
	Captain-General Meldún of Isendeep (Raid)	50	Soldier Dalgumthak	—	—	—	—	—
OBJECTIVES: A Dwarf poses as the Lord of the Isendeep Mine in the north. This Dwarf's beard is ripe for shaving and his flesh ready for the feasting tables at Gramsfoot.								



ETTENMOORS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Captain-General Verdantine	50	Soldier Dahámab	—	—	—	—	—
OBJECTIVES: Tárks control the tower on the eastern front of the battlefield in the Ettenmoors. The tower, Tirith Rhaw, is held by the Captain-General Verdantine and must be crushed for Angmar's Army to drive the enemy to the precipice of destruction.								
	Captain-Generals' Symbols	50	Chieftain Durulkum	—	—	—	—	—
OBJECTIVES: At the head of the enemy forces stand the Captain-Generals. Their symbols garner great favour amongst Angmar's army, and presenting these to Mordirith will undoubtedly earn you favour with Lugbúrz. Objective #1: Chieftain Durulkum directed you to collect Captain-General symbols from enemy leaders and then return to him. Captain-Generals can only be found at locations where the enemy army holds power.								
	Carving Out Hearts	50	Chieftain Torbok	—	—	—	—	—
OBJECTIVES: The Angmarim within the city of Carn Dûm have a desire for the heartwood cut from the centre of the Leafcull-trees within the Grimwood. He has offered you a reward for collecting the heartwood. Objective #1: Chieftain Torbok directed you to recover and return Grimwood-heartwood to him. Grimwood-heartwood can be found on the Leafcull-trees, though you may possibly find it in the fallen logs as well.								
	Crawlers of the Crag	50	Quartermaster Cynwiss	—	Tier 3	—	—	—
OBJECTIVES: Efficient hunters within the crags of the Steps of Gram, the Cragstone-spiders allied themselves with the Enemy and stalk the hobbits at Hoarhallow and drive out the Free Peoples from the west. Objective #1: Quartermaster Cynwiss asked you to defeat the Cragstone-spiders in the moors of the Steps of Gram. The Cragstone-spiders can be found in the crags west of Tol Ascarnen, beyond the tower Lugazag in the shadow of Dâr-gazag. Objective #3: You made your way into the moors in the Steps of Gram and slaughtered a host of the Cragstone-spiders. Objective #4: Quartermaster Cynwiss awaits your return at Tol Ascarnen.								
	Culling the Brood (Raid)	50	First Marshal Núrdram	—	Tier 4	—	—	—
OBJECTIVES: Within the depths of the Grimwood, beneath a great stone shelter west of the Grimwood Lumber-yard is the lair of a terrifying spider, Gorgoris. She is a terrible threat to the Free Peoples. Objective #1: First Marshal Núrdram asked you to find the brood-queen of the Grimfang and destroy her. Gorgoris, the brood-queen of the Grimfang, dwells somewhere within the Grimwood forest in Hithlad. Objective #2: You found and destroyed Gorgoris, the Grimfang brood-queen. First Marshal Núrdram awaits your return within the Grimwood Lumber-yard.								
	Dwarf-beards	50	Fim the Worm	—	—	—	—	—
OBJECTIVES: The Snowreap long struggled against the remnant of the dwarves in the Misty Mountains. Even now, they dislike the thought of dwarves being so close to their home. As allies to Angmar's Army they are permitted to speak on the behalf of any who aid them. Objective #1: The goblins believe that the beards are a matter of pride amongst the dwarves and want you to help them humiliate their hated foes. Fim the Worm bade you strip the beards of the dwarves in return for favour from the Snowreap. Dwarves encroaching throughout the Ettenmoors wear full beards on their faces.								
	Dwarves in the Mine	50	Gasham	—	—	—	—	—
OBJECTIVES: Goblins complain that the mine is overrun by dwarves, and they are not pleased by the intrusion. They bid you to enter the Isendeep to slaughter the Dwarf-miners. Objective #1: Gasham asked you to enter the mine and slaughter the dwarves so the goblins can return to work. The Isendeep mine lay to the west of Grothum. Objective #2: You entered the mine and slaughtered all the dwarves you found. You should return to Gasham with the news. Gasham awaits news of the mines at Grothum, the goblin-village in the northeast Ettenmoors.								
	Easy Pickings	50	Taskmaster Ghamp	—	—	—	—	—
OBJECTIVES: Taskmaster Ghamp offered you a reward to find sticks not as big as logs. This likely means smaller-sized wood, like the kindling found throughout the Grimwood. Objective #1: Taskmaster Ghamp, in his own way, directed you to get Grimwood-kindling for repairs at the lumber-yard. Grimwood-kindling can be found throughout the Grimwood area, from fallen timber. You might also find it on the Leafcull-trees in the wood.								
	Emergency Rations	50	Lieutenant Solvi	—	Tier 3	—	—	—
OBJECTIVES: Lieutenant Solvi asked that you assist him in collecting emergency rations for the fortress. Objective #1: Lieutenant Solvi awaits your return with the meat and gizzards from the norbog. Lieutenant Solvi is at Tol Ascarnen.								

Quests: Ettenmoors



ETTENMOORS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	End of the Wintersebb	50	Lieutenant Swithulf	—	Tier 4	—	—	—
<p>OBJECTIVES: Far to the north, where the Isendeep Mine runs beneath the shadow of the Mountains of Angmar, a brood of Drakes threatens the workers within the mine. Objective #1: Lieutenant Swithulf directed you to make your way north with others in search of a way to destroy the Wintersebb-drakes. Wintersebb-drakes can be found north in the area of Arador's End. Objective #2: Climbing high into the foothills of the Mountains of Angmar in Arador's end, you faced down many foes from the Wintersebb-brood and emerged to collect your reward. Lieutenant Swithulf awaits your return at the Grimwood Lumber-yard.</p>								
	Fangs for Arrows	50	Lieutenant Sturla	—	Tier 3	—	—	—
<p>OBJECTIVES: Removed so far from the fortresses of Ost Ringdyr and Glân Vraig, Lieutenant Sturla asks you to undertake a dangerous mission for a deadly weapon. Objective #1: Lieutenant Sturla asked you to retrieve drake fangs to assist in the crafting of arrows for the war effort and reinforcement of Lugazag. Drakes can be found in Arador's End to the north and east of Lugazag.</p>								
	Feather for His Cap	50	Taskmaster Núrsufum	—	—	—	—	—
<p>OBJECTIVES: Not all who rise to military prominence are capable of complete conversations. Trolls, known for their strength, sometimes manage small words. For instance, Taskmaster Núrsufum. Apparently, Taskmaster Núrsufum likes to place feathers in his helmet and wants you to go about getting the feathers he desires. Objective #1: Taskmaster Núrsufum wants you to get him tail feathers for his helm. Sun-touched eagles are found throughout the Coldfells and sections of Arador's End.</p>								
	First Marshals' Marks	50	Chieftain Durulkum	—	—	—	—	—
<p>OBJECTIVES: First Marshals stand only behind the Captain-General in rank amongst the enemy army. Chieftain Durulkum wants their marks of rank to further the favour this war-host gains with Angmar, Mordirith, and Lugbúrz. Objective #1: Chieftain Durulkum at Dâr-gazag informed you that the marks borne by the First Marshals of the enemy army gain great favour with Mordirith in Angmar. First Marshals can only be found in towers and keeps claimed by the enemy.</p>								
	Flags of The Free Peoples	50	Quartermaster Cynwiss	—	Tier 4	—	—	—
<p>OBJECTIVES: Flying the flags of the Free Peoples at Tol Ascarnen gives hope to those entrenched in the battle. Each time the fortress is taken, the flags are destroyed by the Enemy and they must be remade. Objective #1: Quartermaster Cynwiss asked you to assist her in collecting hides to craft the flags of the Free Peoples in the Ettenmoors. Thistledown-aurochs can be found throughout the Ettenmoors.</p>								
	Play the Free Peoples	50	Soldier Fandmau	—	—	—	—	—
<p>OBJECTIVES: Soldier Fandmau fears reprisal for the assault of Tirith Rhaw and wants you to attack the Free Peoples quickly before they retaliate. Objective #1: Soldier Fandmau directed you to slaughter the defenders loyal to the Free Peoples. Defenders of the Free Peoples can be found throughout the Ettenmoors. Objective #2: You found and slaughtered a good number of the enemy. Soldier Fandmau is at Tirith Rhaw.</p>								
	Fly the Flags	50	Quartermaster Apsduf	—	—	—	—	—
<p>OBJECTIVES: Angmar's command of the Ettenmoors is unquestioned but as the battle rages and the strongholds which the enemy and your army clash over change hands, the flags that show your dominance are taken and destroyed. You must assist the war-host by supplying your quartermasters with the necessary materials. Objective #1: Quartermaster Apsduf sent you into the wild to collect the hides of the mighty Thistledown aurochs. Their hides will be made into flags for Angmar's army. Thistledown aurochs can be found throughout the Ettenmoors</p>								
	Footmens' Badges	50	Chieftain Durulkum	—	—	—	—	—
<p>OBJECTIVES: Footmen, wardens, and scouts patrolling the wild of the Ettenmoors adorn their uniforms with badges denoting their rank. You have been tasked with recovering these badges and delivering them to Chieftain Durulkum at Gramsfoot. Objective #1: Chieftain Durulkum directed you to seek out the weakest of the enemy soldiers and claim their badges as proof of your duty. Seek footmen, wardens, or scouts throughout the Ettenmoors and slay them.</p>								
	Gobbled Goblins	50	Gasham	—	—	—	—	—
<p>OBJECTIVES: Gasham conveyed a tale of goblin-miners and goblins out and about from the village attacked by drakes stalking down from the mountain. He asked for your assistance in ridding the peaks of the beasts. Objective #1: Gasham begged for your help against the Wintersebb Drakes. Wintersebb Drakes and drakelings can be found throughout Arador's End. Objective #2: You hunted the drakes in the mountainous area of Arador's End and culled their number. You should return to Gasham with the news. Gasham is in the goblin-village of Grothum.</p>								

The Lord of the Rings Online

SHADOWS OF ANCOMAR™

ETTENMOORS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Goldhead Must Die	50	Taskmaster Núrsufum	—	—	—	—	—
<p>OBJECTIVES: Trolls do not communicate well, as is proving true time and again. You think you were able to piece together a terrible truth from what Taskmaster Galinzarza tried to say. A bear named Goldhead may be aligned with the enemy, and if they act quickly enough, may assist the enemy against the tower. Objective #1: Taskmaster Galinzarza seems to have communicated that a great bear named nearby named Goldhead may be allied with the enemy. Old Goldhead may be within a bear-den near Tirith Rhaw. Objective #2: You found and destroyed Old Goldhead. Now you should return to Taskmaster Galinzarza. Taskmaster Galinzarza is at Tirith Rhaw.</p>								
	Gorgoris the Gorger	50	Gorgoris	—	—	—	—	—
<p>OBJECTIVES: Gorgoris, the ancient brood-mother of the Grimfang, will assist you in claiming the Grimwood Lumber-yard, if you help her defend her brood. Objective #1: Gorgoris wishes to know that the threat against her brood is diminished before she enters the fight against the enemy. She asked you to slay the eagles and bring her their feathers as proof of the deed. Eagles can be found throughout the Ettenmoors.</p>								
	Grounding Golloval (Raid)	50	Taskmaster Bárzqhosh	—	—	—	—	—
<p>OBJECTIVES: Taskmaster Bárzqhosh wants you to ensure that the threat posed by the eagles and their leader, Golloval, are diminished. He has ordered you to gather a great number and assail the eagle-lord at his aerie in Arador's End. Objective #1: Taskmaster Bárzqhosh tasked you with finding and slaughtering the eagle, Golloval. Golloval can be found south of the mine in an eagle-aerie. Objective #2: Golloval found his end at your will. You should return to Taskmaster Bárzqhosh with the news. Taskmaster Bárzqhosh awaits your return within the Isendeep Mine.</p>								
	Grumbling and Rumbling	50	Quartermaster Apsdud	—	—	—	—	—
<p>OBJECTIVES: Choice food, meat from Men and the rat-folk, goes to the Krahjarn. Quartermaster Apsdud realizes that you need to eat as well, and since the mash cooked at Dâr-gazag doesn't always reach Tol Ascarnen, he needs help getting dinner for your rumbling bellies. Objective #1: Collect the gizzards and meat from the norbog to give to Apsdud for your nightly gruel. Norbog can be found along the banks of the Hoardale River surrounding Tol Ascarnen.</p>								
	Guards of Lugazag	50	Sergeant-at-Arms Mibrethil	—	Tier 3	—	—	—
<p>OBJECTIVES: Lugazag, the western tower in the Ettenmoors, is defended by a host of Orcs, Uruks, and trolls. Objective #1: Sergeant-at-Arms Mibrethil instructed you to find and slay guards in the area of Lugazag. Lugazag lies far to the west of Tirith Rhaw. Objective #2: Making your way across the Ettenmoors, you found and faced a host of the Ongbûrz defending the tower, Lugazag. You should return to Tirith Rhaw and inform Sergeant-at-Arms Mibrethil of your success against the guards near Lugazag. Tirith Rhaw is far to the east of Lugazag.</p>								
	Guards of Tirith Rhaw	50	Soldier Gazlup	—	—	—	—	—
<p>OBJECTIVES: Tirith Rhaw stands in the east, near the camp of the Free Peoples at Ost Ringdyr. The tower is under the control of the Free Peoples, and you are tasked with killing the guards in the area. Objective #1: Soldier Gazlup ordered you to slaughter the guards keeping watch over Tirith Rhaw. Tirith Rhaw is a tower in the eastern area of the Ettenmoors. It lay between the central keep of Tol Ascarnen and Ost Ringdyr. Objective #2: You were tasked to kill the guards at Tirith Rhaw by Soldier Gazlup of Lugazag. You should return to Gazlup with news of your victory. Soldier Gazlup is at Lugazag.</p>								
	Heft and Haft	50	Lieutenant Swithulf	—	Tier 3	—	—	—
<p>OBJECTIVES: Weapons are difficult to come by in war-time as many are shattered as the sides of battle clash. Objective #1: Lieutenant Swithulf directed you to collect the ore and wood he needs and return to him at the Grimwood Lumber-yard. Ore can be found on the Snowreap-goblins or in the depths of the Isendeep. Logs can be found on Leafcull-trees or scattered on the ground within the Grimwood.</p>								
	Hoarhallow's Dwindling Food	50	Emissary Pip Diggins	—	Tier 2	—	—	—
<p>OBJECTIVES: Emissary Pip Diggins of Hoarhallow told you a tale of woe concerning the destruction wrought on his village by the Snowreap-goblins far to the northeast of Hoarhallow. Objective #1: Emissary Pip Diggins asked you to recover food stolen from Hoarhallow. He directed you to search among the goblin village at Grothum or on the persons of the enemy. The goblin-village of Grothum lies far to the northeast of Hoarhallow.</p>								
	I've Got a Theory	50	Soldier Fandmau	—	—	—	—	—
<p>OBJECTIVES: Soldier Fandmau believes that he can aid in ending the threat posed by the eagles from the north by feeding them troll-stone. How an Orc like this one became a leader is beyond you. Objective #1: Soldier Fandmau needs some help proving out a theory he has. Troll-stone shards will likely be found from smaller or larger pieces of the trolls caught in the sunlight. Food can be found on the enemy or the rat-folk in Hoarhallow.</p>								

Quests: Ettenmoors



ETTENMOORS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Lashing the Walls	50	Chieftain Torbok	—	—	—	—	—
OBJECTIVES: Binding the walls at the lumber-yard requires roots to be used as lashings. Objective #1: Chieftain Torbok wants you to get lashings for the walls at the Grimwood Lumber-yard. Roots can be found upon the downed trees throughout the Grimwood and the saplings that sprout from the ground. You might also find them on the Leafcull-trees.								
	Leader of the Rat-folk	50	Taskmaster Fikdag	—	—	—	—	—
OBJECTIVES: When the Rat-folk in the south were discovered, they scored a blow against the scouts who found them, slaughtering all but one. The leader of the rat-folk village was responsible for the attack, and Taskmaster Fikdag thinks that you can assist with exacting vengeance. Objective #1: Taskmaster Fikdag directed you to find and kill Mayor Wat Mudbottom, the leader of the rat-folk village. Make your way south along the Hoardale river to the village of Hoarhallow. Objective #2: You stalked through the trails to the centre of Hoarhallow and struck down their leader. You should return to Taskmaster Fikdag with the news. Taskmaster Fikdag is at Dâr-gazag.								
	Lieutenants' Seals	50	Chieftain Durulkum	—	—	—	—	—
OBJECTIVES: Lieutenants watch over the sergeants and lesser guards of the enemy as they drive their war-efforts deeper into the Ettenmoors. Plucking the seals worn by each of these warriors will earn you greater favour with your leaders. Objective #1: Chieftain Durulkum commanded that you retrieve the seals worn by the lieutenants in the enemy army and return them to him at Dâr-gazag. Positions held by the enemy are often watched over by the lieutenants in their army. You may even find a lieutenant flanked by sergeants in the wild-lands.								
	Liquid Courage	50	Lieutenant Solvi	—	Tier 3	—	—	—
OBJECTIVES: Captain-General Mákan does his best to assist the morale of the troops stationed at Tol Ascarnen. The relentless battle takes its toll on a being over time, and ale is the best way to keep the Free Peoples prepared. Objective #1: Lieutenant Solvi asked you to find and recover draughts of Hoarhallow-ale. You may be able to find some in Hoarhallow itself, but it will likely be costly. You may even find the draughts stored at Grothum and Dâr-gazag.								
	Mash	50	Soldier Graus, Taskmaster Gukthor	—	—	—	—	—
OBJECTIVES: Gruel comes from somewhere, and with an army as large as the forces Angmar have sent to the Ettenmoors, gruel is needed in great abundance. You have been charged with collecting the main ingredient in the mush Taskmaster Gukthor makes. Objective #1: Soldier Dalgumthak awaits your return with the slug-meat he demanded. Giant slugs make the Steps of Gram their home.								
	Maw of Mazauk	50	Mazauk	—	—	—	—	—
OBJECTIVES: Mazauk, a grizzled Warg of unknown years, pledges to join the battle against the enemy should you provide his den with the meat of his hated enemy, the Morningthaw-bears. Mazauk directed you to get meat from the Morningthaw bears. Objective #1: Morningthaw-bears can be found throughout the Ettenmoors.								
	Menace in the Mines	50	Bok	—	—	—	—	—
OBJECTIVES: Cave-claw dig through the stone and threaten the goblins working the Isendeep near Grothum. The leaders of the village implored you as an ally to the Snowreap to assist them in destroying the terrible little creatures. Objective #1: Bok begged you to help defend the goblins in the mines. Cave-claws can be found in the Isendeep mine. Objective #2: You slaughtered the cave-claws you encountered to defend the pathetic goblins. You should return to Bok with the news. Bok awaits your return at Grothum.								
	Mouth of Shadow	50	Lieutenant Octa	—	Tier 3	—	—	—
OBJECTIVES: In the crags to the west of the Isendeep, the Shadowmaw pack bolsters the forces of Angmar. Objective #1: Lieutenant Octa at the Isendeep Mine asked you to reduce the threat posed by the Shadowmaw-wargs. The Shadowmaw stalk the Steps of Gram. Objective #2: Lieutenant Octa will be pleased to learn that you have succeeded at destroying a good number of the Wargs in the Steps of Gram. Lieutenant Octa is at the Isendeep Mine.								
	Not Just for Eating	50	Taskmaster Gukthor	—	—	—	—	—
OBJECTIVES: Rat-folk living on the banks of the Hoardale, south of Dâr-gazag, are not only a succulent meal, but they are a source of replenishable food. The rat-folk are farmers, supplying the enemy forces with foodstuffs. Foodstuffs can be stolen and eaten by your army as well. Objective #1: Taskmaster Gukthor charged you collecting food for Angmar's Army. Rations are portioned to enemy forces and found in locations where they hold power.								











ETTENMOORS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Patching the Holes	50	Sergeant-at-Arms Ambeng	—	Tier 3	—	—	—
OBJECTIVES: As the battle in the Ettenmoors rages, the Free Peoples struggle to keep up their armour and weaponry for the siege. Objective #1: Sergeant-at-Arms Ambeng asked you to seek out untreated leather from the wild beasts throughout the Ettenmoors. Wild beasts with strong hides roam the Ettenmoors. The leather made from their hides will be useful to the war effort.								
	Poisoning the Hoardale	50	War-tyrant Akúlhun	—	—	—	—	—
OBJECTIVES: War-tyrant Akúlhun provided you with a barrel of poison and a directive. Make your way to the waterfall overlooking the fortress Tol Ascarnen and empty the barrel into the water. With enough poison, you may force the enemy to leave the wood. Objective #1: War-tyrant Akúlhun sent you to poison the enemy's water source. The source of the Hoardale is at the waterfall overlooking Tol Ascarnen. Objective #2: You climbed to the top of the falls and poisoned the waters of the Hoardale. You should return to War-tyrant Akúlhun with the news. War-tyrant Akúlhun awaits your return at Gramsfoot.								
	Reaping the Snow and Cold	50	Lieutenant Osur	—	Tier 4	—	—	—
OBJECTIVES: The Ettenmoors is home to many terrifying beasts, but the most frightening are the trolls. It is from here that the trolls pushed to infest the Trollshaws, and still many stalk through the wilds of the Ettenmoors. Objective #1: After speaking to Lieutenant Osur, you were enlisted to assist in destroying the Snowreap and Coldeve-trolls. Snowreap-trolls are likely to be found in the northern stretches of Arador's End, near the Isendeep Mine. You may also find Coldeve stone-trolls, but they have been known to wander the entirety of the Ettenmoors. Objective #2: You found and slaughtered the Coldeve and Snowreap-trolls as directed to by Lieutenant Osur. Now you should return to him with the news. Lieutenant Osur awaits news of your success at the Isendeep Mine.								
	Sergeant-at-Arms' Patches	50	Chieftain Durulkum	—	—	—	—	—
OBJECTIVES: Sergeants command smaller units of the enemy army. These feeble creatures believe that they can stand up to the might of Angmar's army, but they shall soon learn that they face a relentless foe. Objective #1: Chieftain Durulkum directed you to obtain sergeants' patches before returning to him at Dâr-gazag. Sergeant-at-Arms lead small numbers of Men, Elves and Dwarfs throughout the Ettenmoors.								
	Set in Stone	50	Soldier Gazlup	—	—	—	—	—
OBJECTIVES: Enemies assail the walls of Lugazag often. Trolls are clumsy and strong and often throw enemy soldiers through walls, shattering the stone therein and making holes in the stonework that must be repaired. Fortunately, trolls are also dumb and turn to stone in the sunlight. Objective #1: Soldier Gazlup directed you to collect troll-stone to repair the damage the trolls delivered to the walls of Lugazag. Soldier Gazlup is at Lugazag.								
	Shafts for Arrows	50	First Marshal Núrdram	—	Tier 2	—	—	—
OBJECTIVES: Arrows are a commodity that will eventually run out and while bone and metal can be used to fashion the shafts, only the straightest of branches can be used for the shaft. Objective #1: First Marshal Núrdram asked you to search along the Grimwood and Hithlad for small branches that might be turned into arrow shafts. Small branches can be found scattered on the ground and on the Leafcull-trees throughout the Grimwood.								
	Slaughtering Eagles	50	Taskmaster Izubuzri	—	—	—	—	—
OBJECTIVES: Taskmaster Izubuzri communicated that he wants proof that you killed many eagles. Apparently the eagles are too free with where they perch. Objective #1: Taskmaster Izubuzri wants you to return eagle feathers to him to prove that you have slaughtered a good number of the birds. Eagles can be found throughout the Coldfells and in a small section of Arador's End to the south of the Isendeep Mine.								
	Stonewall Fandmau	50	Soldier Fandmau	—	—	—	—	—
OBJECTIVES: Soldier Fandmau needs stone to repair the holes blasted through the walls of Tirith Rhaw and sent you to find the materials from the trolls caught in the sun. Objective #1: Soldier Fandmau tasked you with obtaining a fair number of large to small bits of troll-stone to repair the walls of Tirith Rhaw. Trolls that have been turned to stone by the sun are scattered throughout the Ettenmoors.								
	Storming the Castle	50	Tyrant Uzulthrang	—	—	—	—	—
OBJECTIVES: Tyrant Uzulthrang is here for battle and only battle. Stationed outside of Tol Ascarnen, the Tyrant pledges that he will fight against the enemy if you prove that you are worthy of his notice. Objective #1: Tyrant Uzulthrang told you to assemble proof of your deeds, then and only then will he assist you in destroying the fools within Tol Ascarnen. He did not, however, tell you what proof he requires.								

Quests: Ettenmoors



ETTENMOORS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Sundering the Snowreap	50	Ned Claybrick	—	Tier 3	—	—	—
<p>OBJECTIVES: Goblins have been the main foe the Hobbits of Hoarhallow have contended with in all their years. They believe with the aid of the Tall Folk they can score a final victory against the Snowreap-goblins. Objective #1: Ned Claybrick asked you to assail the goblins in their home to deter them from future raids on Hoarhallow. Snowreap-goblins inhabit Grothum, a village they established east of the Isendeep Mine in Arador's End. Objective #2: You found the Snowreap-goblins in Grothum and defeated them at their village. You should return to Ned Claybrick with the news. Ned Claybrick awaits your return at Hoarhallow, south and west of Grothum.</p>								
	Taste of Elf	50	Taskmaster Raulik	—	—	—	—	—
<p>OBJECTIVES: At Tol Ascarnen, Taskmaster Raulik, explained in his limited capacity that he desired to feast upon Elf-ears. Objective #1: Taskmaster Raulik attempted to communicate that he wishes you to find Elves from which to cultivate their ears...a rare delicacy. Elves can be found within the Ettenmoors.</p>								
	Tasty Little Farmers and Gardeners	50	Taskmaster Fikdag	—	—	—	—	—
<p>OBJECTIVES: Upon arriving in the Ettenmoors, scouts were sent to the far corners in search of allies and enemies within the land. In the south, just across the Hoardale river, a secluded village of plump rat-folk was found, and the inhabitants there were found to be resistant to the forces of Angmar. It was also discovered that the folk were quite tasty. Objective #1: Taskmaster Fikdag wants you to make your way into the southern area of the Ettenmoors in search of rat-folk. Rat-folk with fat round bellies are rumoured to live in a village far south beyond the Steps of Gram. Objective #2: You slew the rat-folk with ease and now should return to Taskmaster Fikdag. Taskmaster Fikdag is at Gramsfoot.</p>								
	Tasty Little Legs	50	Taskmaster Fikdag	—	—	—	—	—
<p>OBJECTIVES: Though the Rat-folk have proven a thorn in the side of Angmar's Army, they have also proven a viable source of food. Not only do the rat-folk have seemingly endless food-stores, but their flesh is sweeter than Man's. Objective #1: Taskmaster Fikdag at Dâr-gazag has grown fond of the flesh found on the bones of the rat-folk, and he has asked you to collect some of their legs. Hoarhallow lay to the south on the eastern side of the Hoardale river.</p>								
	Tasty Little Toes	50	Bok	—	—	—	—	—
<p>OBJECTIVES: Bok captured himself one of the rat-folk one day, and he has proven a great asset. His toes tasted good when the goblin ate one, but the little Man is a better cook than anything, and so they keep him alive to cook their meals. But this does not deter Bok from wanting to eat more rat-folk toes. Objective #1: Bok waits for you to return to him with the Hobbit-feet you were sent to harvest. Hoarhallow is far to the south-west on the eastern bank of the Hoardale River.</p>								
	The Valourous	50	Quartermaster Ash	—	—	—	—	—
<p>OBJECTIVES: Having assisted the Free Peoples in their battle against the war host of Angmar, you have earned much respect. The respect you earn entitles you to receive rewards from Quartermaster Ash at Glân Vraig. Objective #1: Earn Tokens of Valour by assisting members of the Free Peoples and return them to Quartermaster Ash at Glân Vraig.</p>								
	Thieving Orcs	50	Lieutenant Solvi	—	Tier 3	—	—	—
<p>OBJECTIVES: West of Tol Ascarnen, across the Hoardale River, the Orcs make their main keep. It is here that Lieutenant Solvi believes the Orcs have stolen precious food stores moved into Tol Ascarnen during the initial push by the Free Peoples, and he wants them back. Objective #1: Lieutenant Solvi advised you to search Gorthum and Dâr-gazag for more plentiful amounts of the food-sacks, but also said that the Ongbûrz and Snowreap may have some on their persons. Food-sacks might be found on the Orcs, trolls, and goblins in the Ettenmoors.</p>								
	Tools for the Mine	50	Taskmaster Bârzqosh	—	—	—	—	—
<p>OBJECTIVES: Your war-host claims to have enough metal now that the mine is in-service and under your control, but the picks used by the goblins are dulled with time and the wood rots out from their hands. Objective #1: Taskmaster Bârzqosh tasked you with garnering enough wood to repair the picks used to pull ore from the Isendeep. Kindling can be found in the Grimwood.</p>								
	Tribute to the Tyrant	50	Quartermaster Apsdûf	—	—	—	—	—
<p>OBJECTIVES: Tyrant Trinrû at Tol Ascarnen is deserving of praise and tribute. The tribute which the tyrant desires most is the flesh of Men. Objective #1: Quartermaster Apsdûf ordered you to gather Man-flesh as tribute to the Tyrant at Tol Ascarnen. Men can be found throughout the Ettenmoors.</p>								

ETTENMOORS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Tyrant Barashish (Raid)	50	Sergeant-at-Arms Hesten	—	Tier 5	—	—	—
<p>OBJECTIVES: A powerful Orc warrior, the Tyrant Barashish has taken command of Tirith Rhaw. Sergeant-at-Arms Hesten has enlisted your talents in removing the Orc from the tower. Objective #1: Sergeant-at-Arms Hesten at Glân Vraig directed you to seek out and defeat the Orc Tyrant, Barashish who holds command at Tirith Rhaw. The Tyrant Barashish is at Tirith Rhaw, north of Glân Vraig, in the centre of the Coldfells. Objective #2: You defeated the Tyrant Barashish to reclaim Tirith Rhaw, You should return to Sergeant-at-Arms Hesten with the news. Sergeant-at-Arms Hesten awaits your return at Glân Vraig.</p>								
	Tyrant Bûrzgoth (Raid)	50	Sergeant-at-Arms Hafthor	—	Tier 5	—	—	—
<p>OBJECTIVES: Along the northern edge of the Ettenmoors, in the low-lands of the Mountains of Angmar in the lands called Arador's End there is a mine: Isendeep. Here, goblins toil and delve into the metals, plundering from the earth. Objective #1: Sergeant-at-Arms Ingi asked you to make your way to the Isendeep to defeat the troll-tyrant Bûrzgoth. The Isendeep Mine is in Arador's End. Objective #2: You met the Tyrant Bûrzgoth at Isendeep and drove him from the mine. You should return to Sergeant-at-Arms Ingi with the news. Sergeant-at-Arms Ingi awaits news of your victory over the Tyrant Bûrzgoth at Glân Vraig.</p>								
	Tyrant Durgrat (Raid)	50	Sergeant-at-Arms Thurimbent	—	Tier 5	—	—	—
<p>OBJECTIVES: A great leader of the Ongbûrz, Tyrant Durgrat, is holed up in Dâr-gazag, far to the west. Objective #1: Sergeant-at-Arms Thurimbent directed you to kill the Uruk-warmaster Durgrat at Dâr-gazag. Dâr-gazag, built on the ruins of a Rhudaaran citadel, lay far to the west of Ost Ringdyr, across the Hoardale River. Make your way to the fortress and defeat War-master Durgrat at this location. Objective #2: Facing down the Enemy, you destroyed the War-master at Dâr-gazag. You should return to Sergeant-at-Arms Thurimbent with the news. Sergeant-at-Arms Thurimbent awaits your return at Glân Vraig.</p>								
	Tyrant Gundzor (Raid)	50	Sergeant-at-Arms Hafthor	—	Tier 5	—	—	—
<p>OBJECTIVES: Within the depths of the Grimwood there is a grove where the trees have been cleared and a small lumber-camp built. The grove has fallen to the Ongbûrz and must be reclaimed. Objective #1: Sergeant-at-Arms Ingi asked you to find and defeat the troll-tyrant Gundzor at the Grimwood Lumber-yard. The Grimwood Lumber-yard lay near the centre of Hithlad. Objective #2: You met the Tyrant Gundzor within the lumber-yard and defeated him and his forces, taking the yard back for the Free Peoples. You should return to Sergeant-at-Arms Ingi with the news. Sergeant-at-Arms Ingi awaits news of your victory over the Tyrant Gundzor at Glân Vraig.</p>								
	Tyrant Tharbil (Raid)	50	Sergeant-at-Arms Hesten	—	Tier 5	—	—	—
<p>OBJECTIVES: Lugazag, a tower far to the west of Glân Vraig, is held by the Ongbûrz Orc-tribe and commanded by the Tyrant Tharbil. Objective #1: Once Lugazag was a great tower, part of the Rhudaaran kingdom. Now, in the corrupt lands of the Steps of Gram, the tower stands as a location controlled by the Ongbûrz tribe and their Tyrant, Tharbil. Sergeant-at-Arms Hesten at Glân Vraig directed you to seek out and defeat the Tyrant Tharbil who holds command at Lugazag. Lugazag looks east out over the Hoardale river. Objective #2: You defeated Tyrant Tharbil with the help of others to reclaim Tirith Rhaw. You should return to Sergeant-at-Arms Hesten and tell him of your victory over Tharbil. Sergeant-at-Arms Hesten awaits your return at Glân Vraig.</p>								
	Tyrant Trinrû (Raid)	50	Sergeant-at-Arms Thurimbent	—	Tier 5	—	—	—
<p>OBJECTIVES: Tol Ascarnen has fallen to the Enemy. You have been tasked by Sergeant-at-Arms Thurimbent at Glân Vraig to find and defeat Tyrant Trinrû within the walls of Tol Ascarnen. Objective #1: Sergeant-at-Arms Thurimbent directed you to kill Tyrant Trinrû at Tol Ascarnen. Tol Ascarnen, once the citadel responsible for the manufacture and storage of Rhudaaran weapons and armour, lay to the north and west of Glân Vraig. Objective #2: Facing down the enemy, you destroyed the Tyrant at Tol Ascarnen. You should return to Sergeant-at-Arms Thurimbent with the news. Sergeant-at-Arms Thurimbent awaits your return at Glân Vraig.</p>								
	Weapons of War	50	Chieftain Torbok	—	—	—	—	—
<p>OBJECTIVES: To wage a war, one needs weapons. To sustain a war-machine, one needs the items to drive the war-machine. Objective #1: Chieftain Torbok directed you to support the war effort by stripping the mines and forest bare. Wood and metal can be found in the Grimwood.</p>								
	Wolves at Our Walls	50	Emerald Twospade	—	Tier 2	—	—	—
<p>OBJECTIVES: Hoarhallow has always been in a difficult position. Being a village of hobbits in a place so filled with corruption and death is difficult, but these hobbits had lived in quiet obscurity until the Ongbûrz poured through the mountains north of their home. With the arrival of evil, came new threats as the foes surrounding the village suddenly became aware of their presence. Objective #1: Scour through the Grimwood and slay a large number of Darktide-wolves. You should return to Emerald Twospade when you have done so. Emerald Twospade is in Hoarhallow. Objective #2: You scoured through the Grimwood and slew a large number of the Darktide-wolves. You should return to Emerald Twospade with the news. Emerald Twospade is in Hoarhallow.</p>								

Ettenmoors

Level 50

A Dash of This and That

Angmar's Chieftains

Angmar's Scouts

Angmar's Soldiers

Angmar's Taskmasters

Angmar's Tyrants

Armour for the Lessers

Bedding of Bears

Big Stuff

Captain-General Bordagor

Captain-General Harvestgain

Captain-General Lainedhel of Ost Ringdyr

Captain-General Mákan of Tol Ascarnen

Captain-General Meldún of Isendeep

Captain-Generals' Symbols

Captain-General Verdantine

Carving out Hearts

Crawlers of the Crag

Culling the Brood

Dwarf-beards

Dwarves in the Mine

Easy Pickings

Emergency Rations

End of the Wintersebb

Fangs for Arrows

Feather for His Cap

First Marshals' Marks

Flags of the Free Peoples

Flay the Free Peoples

Fly the Flags

Footmens' Badges

Gardeners

Gobbled Goblins

Goldhead Must Die

Gorgoris the Gorger

Grounding Golloval

Grumbling and Rumbling

Guards of Lugazag

Guards of Tirith Rhaw

Heft and Haft

Hoarhallow's Dwindling Food

I've Got a Theory

Lashing the Walls

Leader of the Rat-folk

Lieutenants' Seals

Liquid Courage

Lord of the Grimwood

Mash

Maw of Mazauk

Menace in the Mines

Mouth of Shadow

Not Just for Eating

Patching the Holes

Poisoning the Hoardale

Reaping the Snow and Cold

Sergeant-at-Arms' Patches

Set in Stone

Shafts for Arrows

Slaughtering Eagles

Stonewall Fandmau

Storming the Castle

Sundering the Snowreap

Taste of Elf

Tasty Little Farmers and Gardeners

Tasty Little Legs

Tasty Little Toes

The Valorous

Thieving Orcs

Tools for the Mine

Tribute to the Tyrant

Tyrant Baurashish

Tyrant Burzgoth

Tyrant Durgrat

Tyrant Gundzor




Tyrant Tharbil

Tyrant Trintrû

Weapons of War

Wolves at Our Walls

LONE-LANDS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Brokered Peace	25	Kekkonen	Tier 2	Tier 2	Diplomat Leggings, Diplomat's Ward	Pursued by the Past	—
<p>OBJECTIVES: With the migration of Orcs and goblins to the western Lone-lands, the Eglain attempted to rekindle old trade relations with an Elf from Rivendell to the east. However, they encountered great, lumbering beasts upon the Road and dared not continue forwards. Objective #1: After assisting the Earth-kin, Kekkonen sent you to speak with Frideric and let him know that they wish to become allies. Frideric the Elder awaits word from you at Ost Guruth, north of the Tornstones.</p>								
	A Clear Message	18	Lieva Dourlily	Tier 3	Tier 3	Dourlily's Helmet, Lieva's Sapphire Earring	Goblin Exiles	—
<p>OBJECTIVES: Goblins in the ruins of Minas Eriol southeast of the Forsaken Inn cause a great deal of trouble for people at the inn. Lieva Dourlily is sewing a scarecrow intended to frighten away the goblins. Objective #1: To finish her scarecrow, Lieva Dourlily requires some of the tabards worn by the goblins of Annunlos, but no one at the Forsaken Inn is brave enough to risk themselves to collect the cloth for her. She has asked you to gather the tabards for her. There are goblins in the ruins of Minas Eriol to the southeast of the Forsaken Inn, and on the fields of Annunlos.</p>								
	A Daring Rescue	18	Leafwenna	Tier 3	Tier 3	Rescuer's Blade, Rescuers Hands	—	—
<p>OBJECTIVES: Leafwenna was trapped in the ruins in the south-east when the Goblins overran the Eglain's camp there. She has been hiding amongst the ruins since that time and is in need of assistance. Objective #1: Leafwenna has asked you to escort her to the arch leading out of the ruins and to freedom. She is in the area east beyond the first of the goblin camps south-east of The Forsaken Inn. The arch leading from the ruins lies to the west. Objective #2: Leafwenna suggested you seek Hunulf Munce, and that he would reward you for assisting her. Hunulf Munce is at The Forsaken Inn, north-west of the ruins.</p>								



LONE-LANDS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Deal Gone Sour	17	Pengail	Tier 2	Tier 2	—	—	—
<p>OBJECTIVES: Pengail says that he meant to trade with the goblins, meeting his obligations to Thomas Thistlewool in Bree-town. The goblins double-crossed him and took him captive and now plan on trading him to the Orcs encamped in the Midgewater Pass. Objective #1: Pengail has asked you to help him escape the goblins and take him to The Forsaken Inn. The Forsaken Inn is south-west of the goblin encampment. Objective #2: After you helped him escape and find his father's sword, Pengail told you that Anlaf the Forlorn has the valuables that he left in his room. He told you to let Anlaf know that he is free and that he offered you a reward from his belongings. Anlaf the Forlorn is at The Forsaken Inn.</p>								
	A Dwarf's Duty	21	Refr Quicksilver	Tier 3	Tier 3	—	Dour Dwarves	Enemies of the Eglain
<p>OBJECTIVES: South-west of Ost Guruth lay a ruin, long abandoned by the Eglain. Picked clean and having only the depths of the ruin unexplored, the Eglain left the tombs beneath the ruin be, as is their custom. However, the ruin now teems with life again as dwarves, in league with Orcs, scour the ruin for treasures in the depths. Objective #1: The Dourhand dwarves have forsaken their ties to their brethren by consorting with Orcs. Refr Quicksilver has asked you to bring vengeance upon the Dourhands in the name of the Free Peoples and to bring him a trophy of their axes. The Dourhands can be found within the ruins of Thandobel, south-west of Ost Guruth. Objective #2: You should return to Refr Quicksilver with news of your victory against the Dourhands and bring him the axes you took as a trophy. Refr Quicksilver waits for you within Ost Guruth, north of the Great East Road in the Lone-lands, north-west of Thandobel.</p>								
	A Fitting Meal	17	Old Mugwort	Tier 3	Tier 3	—	—	Raising the Wargs' Ire
<p>OBJECTIVES: Passage through the Lone-lands has become difficult with the arrival of goblins. Worse still are their pets, the fearsome wargs who roam the plains and attack unwary travellers. Objective #1: Old Mugwort believes he has come up with a way to drive goblins and wargs from the Lone-lands, but he needs you to collect boar meat first. Boars can be found throughout Annunlos and among the Weather Hills, northeast of the Forsaken Inn.</p>								
	A Greater Theft	18	Hunulf Munce	Tier 3	Tier 3	—	Candac's Obligation	Weavers Beneath the Ruins
<p>OBJECTIVES: The brothers Gadaric and Hunulf Munce are members of the Eglain, a tribe of Men living in the Lone-lands. They make their livelihood by trading with travellers through the Lone-lands. Objective #1: In an effort to assist the Hunulf of the Eglain, you agreed to collect the trade goods that were left behind at Minas Eriol when the goblins attacked. Hunulf's crates can be found within the ruins of Minas Eriol southeast of the Forsaken Inn, where Hunulf waits for your return.</p>								
	A Plague of Spiders	23	Tortwil	Tier 3	Tier 3	—	—	Profound Losses
<p>OBJECTIVES: Since long before Orcs and undead crept into the Lone-lands, the Eglain has had to deal with the menace of spiders dwelling within the ruins across the lonely stretch of Eriador. Now as the spiders are driven from the depths of their ruined homes they creep closer and closer to Ost Guruth and threaten the Eglain who dwell there. Objective #1: With undeniable hatred towards spiders, Tortwil asked you to enter the ruins of Amon Ros to strike at the vile creatures dwelling there. Spiders dwell in the shade of Amon Ros, west of Ost Guruth. Objective #2: You should return to Tortwil and tell him of the destruction wrought upon the spiders. He should be pleased with your success. Tortwil awaits your return at Ost Guruth, east of Amon Ros.</p>								
	A Plague Upon Us	25	Stanric	Tier 3	Tier 3	—	Venom of the Ruin-stalkers	Terror in the Sky
<p>OBJECTIVES: Despite a small supply of arms and armour, Stanric of the Eglain is attempting to organize at least a meagre defence against the wild and dangerous beasts and other enemies which stalk the ruins the Eglain call their homes. Objective #1: The Orcs care little about the disease spreading from the corpses and barrels of viscera littering their camp. Stanric gave you his tinderbox and bid you burn out the disease spreading from Ost Cyn. The source of the plague can be found in the encampments of the Orcs at Ost Cyn, south of Ost Guruth. Objective #2: You set fire to the corpses and barrels at the Orc-camp in an effort to avoid the spread of plague. You should return to Stanric with word of your success. Stanric awaits the return of his tinderbox at Ost Guruth, north of Ost Cyn.</p>								
	A Price on Their Heads	18	Falster the Fox	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Falster the Fox, an enterprising trader, hopes to earn extra coin by helping the people of the Lone-lands drive off the goblin menace. Objective #1: Falster wants to collect the bounty on scabbards carried by goblins in the Lone-lands. Goblins can be found in the ruins of Minas Eriol, southeast of the Forsaken Inn.</p>								
	A Righteous Theft	20	Gestr Quicksilver	Tier 3	Tier 3	—	Half-breed Thieves, An Honourless People	Sever the White Hand
<p>OBJECTIVES: In the shadow of Amon Sûl, at the edge of Nain Enidh, lay an Arnorian ruin. Those ruins afforded the Eglain of Ost Guruth a wealth of material to trade with collectors in Bree-land..until the arrival of half-breeds from the South. Objective #1: Gestr Quicksilver has asked you to seek out and slay the hirelings who guard the relics packed for shipment and return as many of the relics as you can to the Eglain. Naerost lies just east of Amon Sûl, west of Ost Guruth. Objective #2: You should return with the recovered relics to Gestr Quicksilver. Gestr Quicksilver awaits your return at Ost Guruth to the east of Naerost.</p>								

Quests: Lone-lands



LONE-LANDS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Sister's Love	29	Dannasen	Tier 3	Tier 3	—	Vessel of Purity	Reclaim the Lost Maiden
<p>OBJECTIVES: Dannasen aid that a sister of the Red-maid would need to give mercy to purify the water and provide a chance to redeem the Red-maid. Objective #1: Dannasen instructed you to present the River-maid Goldberry with the full Urn of Agamaur and ask her to purify the water within so you might restore the Red-maid. Goldberry dwells in the Old Forest, far to the west of Agamaur. Objective #2: You should return to Dannasen at the camp and tell him that Goldberry has purified the water from Agamaur with a sister's love. Dannasen is at the Eglain camp in Agamaur, far to the east of the Old Forest.</p>								
	An Honourless People	20	Daegwalt	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: In the shadow of Amon Sûl, at the edge of Nain Enidh, lay an Arnorian ruin. Those ruins afforded the Eglain of Ost Guruth a wealth of material to trade with collectors in Bree-land..until the arrival of half-breeds from the South. Objective #1: Daegwalt asked that you make your way into the ruins of Naerost and recover the necklace that was taken from his wife, who was slain when the half-orcs raided the ruins. Naerost lies just east of Amon Sûl, west of Ost Guruth.</p>								
	An Offering of Peace	22	Frideric the Elder	Tier 3	Tier 3	—	—	An Offering of Peace, Part II
<p>OBJECTIVES: With the migration of Orcs and goblins to the western Lone-lands, the Eglain attempted to rekindle old trade relations with an Elf from the east. However, they encountered great, lumbering beasts upon the Road and dared not continue forwards. Objective #1: Frideric asked you to help him gather a peace offering of boar-haunches and lynx-fur for the strange creatures living near the Last Bridge at the eastern end of the Great East Road. Boars and lynx wander throughout Nain Enidh, especially near the Great East Road. Frideric resides at the Eglain Ruin-hold of Ost Guruth, north of the Great East Road in the Lone-lands.</p>								
	An Offering of Peace, Part II	24	Frideric the Elder	Tier 3	Tier 3	—	An Offering of Peace	Pursued by the Past
<p>OBJECTIVES: With the migration of Orcs and goblins to the western Lone-lands, the Eglain attempted to rekindle old trade relations with an Elf from Rivendell to the east. However, they encountered great, lumbering beasts upon the Road and dared not continue forwards. Objective #1: Frideric the Elder provided you with a crate of salted meats and furs to deliver as a peace offering to the creatures near the Tornstones. The creatures' encampment is south of the Great East Road near the Tornstones, south and a little east of Ost Guruth.</p>								
	An Orc Messenger	19	Candaith	Tier 3	Tier 3	—	Rise of the Orcs	War-master Uzorr
<p>OBJECTIVES: Candaith tracked a messenger from the orc encampment in the Midgewater Pass, but was unable to learn what message the orc carried before his hunt was interrupted by winged crebain. Objective #1: An orc messenger made his way from the Midgewater Pass to the outlying Orc-camps located throughout the Weather Hills. Candaith asked you to intercept the Orc-messenger and return with the orders he must bear. The Orc-messenger is surely at one of the Orc-camps in Glumhallow, west of Candaith's own encampment at the foot of Weathertop.</p>								
	Angmar's Dead	30	Eriac the Strong	Tier 4	Tier 4	—	Dead Water	Cutting off the Hand
<p>OBJECTIVES: You were able to defeat a number of the darkwater, but the corrupted swamp is not lacking in water. There are other threats in the swamp also growing, such as the army of wights Ivar is raising. Objective #1: Your success against the darkwater, however limited, proved your valour to Eriac. He has set you the task of dealing with the gaunt-Men who lead Ivar's wights in the hopes that the curses binding the wights might be broken. The gaunt-Men protectors who command the wights might be lurking in the ruins in the western reaches of Agamaur. Objective #2: Eriac set you to the task of killing the gaunt-Men protectors, a task which you proved equal to. You should return to Eriac with your report. Eriac awaits you at the Eglain camp in the southern reaches of Agamaur.</p>								
	Arthedain's Lost Brethren	32	Narthan	Tier 4	Tier 3	—	—	—
<p>OBJECTIVES: The shades that wander these marshy lands were cursed to remain in Middle-earth, houseless and restless, until they either redeemed or destroyed the Red-maid of Agamaur. Objective #1: Narthan, one of the shades of Arthedain cursed by Iarwain Ben-adar, fears that the others have lost their resolve to break their curse, believing that the Red-maid is too powerful. To strengthen their resolve, Narthan has asked you to collect the shields they lost to Rhudaur long years ago. The Hill-men of Rhudaur who serve the Red-maid can be found in Garth Agarwen, the fortress of the Red-maid in the northeast of Agamaur.</p>								
	Better Blankets	18	Arinora	Tier 3	Tier 3	Arinora's Boots, Arinora's Bracelet	Fluffing the Pillows	—
<p>OBJECTIVES: Arinora is displeased with the preferential treatment that Anlaf is demanding for guests from the town of Bree, but there is little she can do about it. Objective #1: Arinora asked you to collect lynx-hides so she can make better blankets for the inn's more affluent guests. Lynx prowl through Nain Enidh, east of the Forsaken Inn and beyond Weathertop.</p>								



LONE-LANDS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Blankets from the Baying Wolves	15	Arinora	Tier 3	Tier 3	—	—	—
OBJECTIVES: Arinora has become overwhelmed with the many responsibilities she bears for the maintenance of the Forsaken Inn. Objective #1: Arinora of the Forsaken Inn asked you to collect wolf-hides so she can make blankets for its guests. Wolves can be found in the ruins of Minas Eriol south of the Forsaken Inn, among the Weather Hills to the northeast, and in the Midgewater Pass to the north.								
	By Hoof and Crook	15	Arinora	Tier 3	Tier 3	—	—	—
OBJECTIVES: Some of the guests within the Forsaken Inn have developed a taste for Arinora's pork dishes. Objective #1: Arinora asked you to collect boar-feet and leg-bones for a dish she serves at the Forsaken Inn. Boars can be found in the area surrounding the Forsaken Inn and northeast among the Weather Hills.								
	Candac's Delay	15	Lily Sandheaver	Tier 1	Tier 1	—	Candac's Obligation	Candac's Obligation
OBJECTIVES: Lily Sandheaver, a well-to-do Hobbit of Bree, collects pottery gathered from old ruins in the Lone-lands. She is waiting for her latest delivery, but it has not arrived. Objective #1: Candac Brightwood supplies Lily Sandheaver with pottery and other collectibles from the ruins of the kingdom of Arnor. Lily gave you a letter for Candac and sent you to the Forsaken Inn to delivery it and inquire about the delay. Candac Brightwood is at the Forsaken Inn, east of the Midgewater Marshes along the Great East Road.								
	Candac's Delivery	15	Candac Brightwood	Tier 2	Tier 2	Candac's Helmet, Candac's Wall	Candac's Obligation	—
OBJECTIVES: Lily Sandheaver awaits Candac's latest delivery at the foot of Bree-hill in the town of Bree. Objective #1: Candac Brightwood, unable to pay a proper messenger, has asked you to make his most recent delivery to Lily Sandheaver. Lily Sandheaver lives in her home at the corner of the road in Bree that leads up Bree-hill. Objective #2: Candac Brightwood sent you to deliver a bundle of old pottery to Lily Sandheaver, for which Mrs. Sandheaver paid you. You should return to Candac with the payment. Candac Brightwood is at the Forsaken Inn, located on the Great East Road through the Lone-lands.								
	Candac's Obligation	15	Candac Brightwood	Tier 3	Tier 3	—	Candac's Delay	Candac's Delivery
OBJECTIVES: Candac Brightwood buys pottery and other trinkets from the Munces at the Forsaken Inn, but they are having trouble gathering enough pieces with the goblins creeping into the Lone-lands. Objective #1: Candac Brightwood has asked you to search for bits of pottery with which he can continue his trade. Ancient bits of pottery may be found in the valley beneath the ruins of Minas Eriol, southeast of the Forsaken Inn.								
	Clear Water	28	Stanric	Tier 3	Tier 3	Stanric's Trousers, Stanric's Earring, Stanric's Iron Mace	Terror in the Sky	—
OBJECTIVES: Despite a small supply of arms and armour, Stanric of the Eglain is attempting to organize at least a meagre defence against the wild and dangerous beasts and other enemies which stalk the ruins the Eglain call their homes. Objective #1: Stanric gave you an empty, cured bladder and asked you to collect water from the Hoarwell on the northern side of the Last Bridge. The Last Bridge lies at the eastern end of the Great East Road. Objective #2: You made your way to the Hoarwell's edge and collected water from the banks. You should return at once to Stanric. Stanric awaits your return with clean water at Ost Guruth, west of the Last Bridge.								
	Cutting off the Hand	31	Eriac the Strong	Tier 4	Tier 4	Cap of the Eglain, Gloves of the Eglain, Reykur's Fall, Reykur's Foil	Angmar's Dead	—
OBJECTIVES: Killing the gaunt-Men protectors did not prove enough to break the power of the wight-army. Ivar left a captain in command of the wights, more powerful than the protectors. Objective #1: Eriac has asked you to kill the gaunt-Man Reykur, Ivar's captain among the wights. Because of your victory over the protectors, Eriac believes Reykur may be waiting for you. Reykur will likely be found at the furthest chambers of the ruins where the wights are encamped. Objective #2: You have killed Reykur, throwing the remnant of the wight-army into confusion. Eriac will want to hear of your success. Eriac awaits you at the Eglain camp in the southern reaches of Agamaur.								
	Dead Water	29	Eriac the Strong	Tier 4	Tier 4	—	—	Angmar's Dead
OBJECTIVES: Between the Hill-men of Rhudaur, wights, and darkwater, the foe is too great for the small Eglain camp to hold back. Objective #1: Eriac has asked you to help keep the Gloom-water, creatures formed from the waters of Agamaur, at bay. As evidence of your efforts, he wants you to bring him the ancient tokens of Rhudaur and Arthedain that are caught up into the Gloom-water as they swirl up from the swamp. Eriac also warned you not to travel the swamp alone. You should gather allies. The Gloom-water are in the eastern reaches of Agamaur.								

Quests: Lone-lands



LONE-LANDS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Dour Dwarves	21	Refr Quicksilver	Tier 3	Tier 3	—	—	A Dwarf's Duty
<p>OBJECTIVES: South-west of Ost Guruth lay a ruin, long abandoned by the Eglain. Picked clean and having only the depths of the ruin unexplored, the Eglain left the tombs beneath the ruin be, as is their custom. However, the ruin now teems with life again as dwarves, in league with Orcs, scour the ruin for treasures in the depths. Objective #1: Refr Quicksilver expressed a desire to learn what kind of dwarves would deign to work alongside Orcs and has asked you to go to the ruins of Thandobel and capture one of their banners. The ruins of Thandobel lie to the south-west of Ost Guruth in Nain Enidh.</p>								
	Drawing the Pack	25	Old Mugwort	Tier 3	Tier 3	Warg Router, Shade-paw's Defeat, Old Mugwort's Gauntlets, Mugwort's Old Staff	Raising the Wargs' Ire	—
<p>OBJECTIVES: While you hunted the wargs of Nain Enidh, Mugwort prepared a special meal for their leader. All that remains to ease passage along the Great East Road is to draw this leader out of hiding and into battle. Objective #1: Old Mugwort asked you to take the special gruel he prepared to an ancient stone near the lair of the wargs. The stench of it should draw forth their leader. He also suggested you take friends, for the warg-leader might not come alone. The stone table where you should pour Mugwort's gruel is at the end of a southward path near a signpost on the road through Nain Enidh. Objective #2: After drawing Shadepaw's pack into the open, you defeated the warg-leader. Old Mugwort will want to hear of your victory. Old Mugwort is at the Forsaken Inn.</p>								
	Earned Trust	20	Hunulf Munce	Tier 2	Tier 2	—	A Greater Theft, Vengeance for the Lost	—
<p>OBJECTIVES: Hunulf and Gadaric Munce agree that your efforts have aided their people, and they believe you should meet with their leader. Objective #1: Hunulf Munce, convinced you could be of great assistance to his people, has asked you to go to the home of the Eglain, Ost Guruth, and speak with Frideric the Elder. The ruins of Ost Guruth lie near the Great East Road, where Nain Enidh meets Talath Gaun.</p>								
	Elders in the Shadows	24	Tortwil	Tier 3	Tier 3	Leather Boots of the Eglain, Elder's Doom, Robe of the Eglain	—	—
<p>OBJECTIVES: Since long before Orcs and undead crept into the Lone-lands, the Eglain has had to deal with the menace of spiders dwelling within the ruins across the lonely stretch of Eriador. Now as the spiders are driven from the depths of their ruined homes they creep closer and closer to Ost Guruth and threaten the Eglain who dwell there. Objective #1: You earned Tortwil's trust through your efforts against the spiders, but he asked one last favour of you: that you return to Amon Ros and slay the elders of the spider-brood. The elders of the brood can be found in Amon Ros, west of Ost Guruth. Objective #2: Tortwil will be pleased to hear of your victory against the spiders of Amon Ros. Tortwil awaits your return in Ost Guruth, east of Amon Ros.</p>								
	Enemies of the Eglain	22	Refr Quicksilver	Tier 4	Tier 4	Froth-klath, Striking Staff, Quicksilver's Shield, Quicksilver's Mace	A Dwarf's Duty	—
<p>OBJECTIVES: South-west of Ost Guruth lay a ruin, long abandoned by the Eglain. Picked clean and having only the depths of the ruin unexplored, the Eglain left the tombs beneath the ruin be, as is their custom. However, the ruin now teems with life again as dwarves, in league with Orcs, scour the ruin for treasures in the depths. Objective #1: Refr Quicksilver has asked to seek out and defeat the leader of the Dourhands at Mithrenost, in hopes that his followers will turn from their evil ways. He asked you to bring him evidence of the leader's defeat and also warned you to take friends with you. The leader of the Dourhands may be found within the ruins of Mithrenost, south-west of Ost Guruth.</p>								
	Enfeebling the Foe	18	Old Mugwort	Tier 3	Tier 3	Old Mugwort's Shoes, Old Mugwort's Shield	Goblin Exiles	—
<p>OBJECTIVES: Old Mugwort has an intense dislike for the goblins that have recently arrived in the Lone-lands, and seeks to drive them away. Objective #1: Old Mugwort has asked you to take a special draught he brewed to the goblin camps in the northeast and introduce it into their food supply. The draught is supposed to have properties that Mugwort thinks will encourage the goblins to abandon the Lone-lands. There will be barrels of uneaten food at the goblin camps of Weatherfoot, northeast of the Forsaken Inn and south-west of Weathertop. Objective #2: You added the contents of Mugwort's draught to the food barrels found at the goblin encampments northeast of the Forsaken Inn. Mugwort will want to know of your success. Old Mugwort awaits your return at the Forsaken Inn.</p>								
	Fair Trade with Bree	18	Anlaf the Forlorn	Tier 3	Tier 3	Watcher's Leggings, Watcher's Spear	Missing Supply Cart	—
<p>OBJECTIVES: Anlaf the Forlorn fears that the goblin raids will be the end of his business. He needs supplies quickly or he might be forced to close the Forsaken Inn. Objective #1: Anlaf directed you to tell Chief Watcher Grimbrar about his supply problem in the hope that Grimbrar might help him obtain the goods he needs. Chief Watcher Grimbrar can be found at Bree Town Hall. Objective #2: Wolves in the Midgewater Pass have been causing trouble for a friend of Chief Watcher Grimbrar. Grimbrar asked you to thin the pack as a favour while he gathers supplies for Anlaf. There are wolves in the Midgewater Pass, in the northeast corner of the Midgewater Marshes, east of Bree. Objective #3: Chief Watcher Grimbrar will want to hear of your success against the wolves of the Midgewater Pass. Grimbrar awaits you at Bree Town Hall.</p>								











LONE-LANDS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Fallen Oak	31	Radagast the Brown	Tier 4	Tier 4	Gauntlets of the Brown Wizard, Mace of the Brown Wizard, Hammer of the Brown Wizard, Band of the Brown Wizard	Merciful Release	—
OBJECTIVES: Somehow the very essence of the Red Swamp has been corrupted. Radagast the Brown, a Wizard who has come to Agamaur, seeks to learn the cause. Objective #1: Radagast the Brown has tasked you with destroying the corrupted creatures of Agamaur in an effort to cleanse the Gaunt-lord Ivar's evil from the swamp. In your absence, he learned of a great Huorn that was corrupted and is the force stirring the other Huorns. He has asked you to destroy Gloomleaf. Gloomleaf can be found in the north-west of Agamaur. Objective #2: Radagast sent you to destroy the great Huorn Gloomleaf in an effort to cleanse Ivar's evil from Agamaur. The deed done, it is time to return to Radagast with the tragic news of your success. Radagast is in the Eglain camp in the southern reaches of Agamaur, near the entrance.								
	Falster's Delivery	15	Falster the Fox	Tier 2	Tier 2	—	Falster's Request	—
OBJECTIVES: Falster was pleased with your efforts on his behalf, and now wants the items you collected brought to Ollie Redbrush. Objective #1: Falster placed the relics you collected into a sack and bade you deliver them to Ollie Redbrush. Ollie Redbrush is waiting in the armour and weapons shop east of the Bree Town Hall in Bree-town. Objective #2: Ollie Redbrush gave you a meager payment and expressed his displeasure before sending you back to Falster the Fox at The Forsaken Inn. Falster the Fox is in The Forsaken Inn of the Lone-lands, east of Bree.								
	Falster's Request	15	Falster the Fox	Tier 3	Tier 3	—	—	Falster's Delivery
OBJECTIVES: Falster the Fox, a denizen of the Forsaken Inn, needs assistance acquiring certain curiosities for Ollie Redbrush of Bree. Objective #1: Falster the Fox, a trader working for a Man named Ollie Redbrush, has asked you to collect some old coins and heirlooms for him. Falster wants you to hunt the wolves there for teeth that may help to make up for the delay of his delivery to Ollie Redbrush. Coins and heirlooms can be found in the Arnorian rubble located in the valley beneath Minas Eriol, southeast of the Forsaken Inn. Wolves also stalk the valley.								
	Fell Spirits	31	Emelin	Tier 4	Tier 4	—	—	—
OBJECTIVES: The very waters of Agamaur have risen up to protect Ivar and the Red-maid, animated by fell spirits of Morgoth from beyond the world. The worst are shades of ancient Númenor, cursed by the Valar themselves. Objective #1: Emelin bemoaned the existence of the darkwater, whose terror withholds the advance of the shades of Arthedain, preventing them from fulfilling their curse. The shade-captain has asked you to remove the threat of the darkwater. There are darkwater in Garth Agarwen in the north of Agamaur. Objective #2: The darkwater have the power to strike fear even within the cursed shades of Arthedain, preventing them from advancing on Garth Agarwen and fulfilling their curse. At Emelin's request, you went forth to destroy them and met with some success. You should return to Emelin with the report of your victory. Emelin is in the southern-most part of the southern bog.								
	Fluffing the Pillows	18	Arinora	Tier 3	Tier 3	—	Blankets from the Baying Wolves, By Hoof and Crook	Better Blankets
OBJECTIVES: Arinora's duties became even greater when the Munces arrived at the Forsaken Inn. Anlaf is an unforgiving innkeeper, according to Arinora, and she needs help to keep up with everything. Objective #1: In an effort to see to all the work before her, Arinora asked you to collect craban-feathers to help her stuff the pillows of the Forsaken Inn. Thorn-talon and Sharp-eye Crebain can be found on and around Weathertop, in the Lone-lands.								
	Goblin Exiles	17	Anlaf the Forlorn	Tier 3	Tier 3	—	—	—
OBJECTIVES: The arrival of a goblin tribe in Annunlos has made maintaining business at the Forsaken Inn nearly impossible for its owner, Anlaf the Forlorn. Objective #1: Anlaf the Forlorn, proprietor of the Forsaken Inn, suggested that you might be the solution to his goblin problem. He has asked that you show the goblins of Annunlos that they are not welcome in the Lone-lands. Goblins can be found in Annunlos and among the ruins of Minas Eriol, southeast of the Forsaken Inn. Objective #2: Anlaf may be pleased to learn that you have slain a good number of the goblins that trouble him. Anlaf the Forlorn resides at the Forsaken Inn along the Great East Road.								
	Grimbank's Reclamation	31	Goldberry	Tier 4	Tier 4	Goldberry's Hope, Oakenbark's Redemption, Celeg dram	—	—
OBJECTIVES: The River-maiden Goldberry told you a little of the land that has become the Red Swamp and of the fall of the Red-maid. She also spoke of Oakenbark, a great tree that once grew there, now called Grimbank. Objective #1: Goldberry has asked you to bring her acorns from Grimbank's branches, so that she may plant them in the Old Forest, reclaiming some small part of her kinswoman's domain. Grimbank can be found at Garth Agarwen in the north of Agamaur, in the Lone-lands far to the east.								

Quests: Lone-lands



LONE-LANDS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Half-breed Thieves	20	Gestr Quicksilver	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: In the shadow of Amon Sûl, at the edge of Nain Enidh, lay an Arnorian ruin. Those ruins afforded the Eglain of Ost Guruth a wealth of material to trade with collectors in Bree-land...until the arrival of half-breeds from the South. Objective #1: A year ago, half-orcs wrested the ruins of Naerost from the Eglain, causing the Eglain to lose a valuable source of trade goods. Gestr Quicksilver has asked you to go to the ruins of Naerost and retrieve as many of the Eglain's lost relics as you can. The ruins of Naerost are just east of Weathertop, west of Ost Guruth.</p>								
	Hana's Dream	23	Frideric the Elder	Tier 1	Tier 1	—	—	Noisome Neighbours
<p>OBJECTIVES: Frideric asked that you speak with Hana the Young in Ost Guruth. Since visiting the swamp northeast of Ost Guruth, the girl has had terrible dreams. Objective #1: Frideric the Elder informed you that Hana the Young took an object from the swamp and that her dreams since that time fill her with terror. He asked that you speak with the girl to discover what her nightmares entail. Hana can be found within Ost Guruth, near the tower at the end of the main avenue.</p>								
	Hunters Become Prey	20	Gadadic Munce	Tier 4	Tier 4	Munce's Gauntlets, Munce's Axe, Munce's Cape	Vengeance for the Lost	—
<p>OBJECTIVES: The goblins in Annunlos used wargs, evil beasts of war, to hunt members of the Eglain in the ruins of Minas Eriol. Gadadic wants vengeance on the foul beasts for the murders of his people. Objective #1: Gadadic Munce believes that taking the tails of the Wargs who murdered his people will renew the will of the Eglain and humiliate the wargs and their goblin masters. Wargs can be found among the ruins of Minas Eriol to the southeast of the Forsaken Inn.</p>								
	Iron-jaws	22	Frideric the Elder	Tier 3	Tier 3	—	Man-slayers	Master of the Lash
<p>OBJECTIVES: Orcs bearing the standard of Angmar poured into the Lone-lands from the North and have occupied Ost Cynr, a ruin south-west of Ost Guruth. Frideric the Elder has asked for you to defend the Eglain from an attack. Objective #1: Frideric has asked you to hunt the Wargs for their paws to prove to the Eglain that the fear they inspire can be overcome. Wargs stalk the stretches of land to the south and west of Ost Guruth, especially in the areas surrounding Ost Cynr.</p>								
	Ivar the Bloodhand	34	Saeradan	Tier 4	Tier 4	Ivar's Defeat, Saeradan's Bow, Bloodhand's Doom	—	—
<p>OBJECTIVES: Word has come to Saeradan in the Bree-fields of an ancient evil, the Gaunt-lord Ivar, called the Blood-hand, who is raising an army of wights in Agamaur. Objective #1: Saeradan, left alone to protect the Bree-fields, is unable to answer his kinsman's call to seek out and destroy Ivar the Bloodhand. He has asked you to go in his stead and to bring him Ivar's helm. Ivar may be found in Garth Agarwen in the north of Agamaur, far to the east of Bree-land.</p>								
	Light in the Darkness	20	Candaith	Tier 3	Tier 3	—	War-master Uzorr	Lore-master in Brown
<p>OBJECTIVES: As Candaith returned from his journey in the lands to the east, he saw flashes atop Weathertop of white light, akin to lightning, though there was no storm. Objective #1: Candaith asked you to search Weathertop for anything out of the ordinary and to bring any news or evidence that you may find back to him. Weathertop towers above Candaith's camp. Objective #2: You found a rune-covered rock and took a rubbing of the markings. You should return to Candaith and learn if he knows what the runes might mean. Candaith's camp is at the foot of Weathertop.</p>								
	Long Overdue Justice	30	Emelin	Tier 4	Tier 3	Shield of Rhudaur, Créoth's Justice, Créoth's Bane, Emelin's Pads	Proof's Burden	—
<p>OBJECTIVES: Dannasen's desire to be avenged upon the Hill-men of Rhudaur is shared by Emelin, the leader of the shades of Arthedain who dwell in the southern bog. Objective #1: Emelin explained that the Rhudaur were responsible for raising the Red-maid, an evil creature of great power, and were in some way also responsible for the curse that holds the shades of Arthedain in Middle-earth. He has asked you to destroy the Hill-men, allowing him and his brethren to fulfill their curse. The Hill-men of Rhudaur occupy the ancient ruins called Garth Agarwen in the northeast of Agamaur. Objective #2: Emelin sent you to destroy the Hill-men of Rhudaur who dwell within Garth Agarwen. Your victory was not complete, but you struck a telling blow against the Hill-men. Emelin should be told of your efforts. Emelin resides with his brethren in the southernmost reaches of the southern bog.</p>								
	Lore-master in Brown	20	Candaith	Tier 3	Tier 2	Dorthann, Túranc	Light in the Darkness	—
<p>OBJECTIVES: When Candaith was returning from his journey in the lands to the east, he saw above Weathertop flashes of white light, akin to lightning, though there was no storm. Objective #1: Candaith asked you to seek out the lore-master in brown who has come to the encampment of the Eglain at Ost Guruth. He may know the meaning of the runes you found on Weathertop. The lore-master in brown will be either at Ost Guruth, far to the east of Weathertop and north of the road, or in his rooms at Barad Dhorn, at the camp of the Eglain in Agamaur.</p>								

LONE-LANDS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Lost in Interpretation	20	Candaith	Tier 2	Tier 2	—	War-master Uzorr	Retake Weathertop
OBJECTIVES: Candaith cannot decipher the letters you recovered from orcs in the Lone-lands, but he knows a Ranger who might. Objective #1: Candaith gave you both sets of orders you collected and asked you to show them to the Ranger Saeradan. Saeradan is at the Ranger cabin along the Greenway, north of Bree and east of the road, near Thornley's Work Site. Objective #2: Saeradan revealed that orcs calling themselves Uruk-hai have come north to spy out the land and discover why their northern cousins are moving southward. He asked you to return quickly to Candaith and warn him of the danger. The Ranger Candaith is at his camp at the foot of Weathertop.								
	Man-slayers	22	Frideric the Elder	Tier 3	Tier 3	—	—	Iron-jaws
OBJECTIVES: Orcs bearing the standard of Angmar poured into the Lone-lands from the North and have occupied Ost Cynr, a ruin south-west of Ost Guruth. Frideric the Elder has asked for you to defend the Eglain from an attack. Objective #1: Frideric asked that you help defend the Eglain by assaulting the Orcs of Ost Cynr. The Orcs can be found in the ruins of Ost Cynr, south-west of Ost Guruth. Objective #2: You should return to Frideric the Elder with word of your victory. Frideric the Elder awaits word of your success at Ost Guruth, northeast of Ost Cynr.								
	Master of the Lash	24	Frideric the Elder	Tier 3	Tier 3	Frideric's Jacket, Hunter of Tarkrip	Iron-jaws	—
OBJECTIVES: Orcs bearing the standard of Angmar poured into the Lone-lands from the North and have occupied Ost Cynr, a ruin south-west of Ost Guruth. Frideric the Elder has asked for you to defend the Eglain from an attack. Objective #1: Frideric believes that if you can slay the leader of the Orcs and steal their weapons, they will collapse in upon themselves, and the Lone-lands will be freed from their threat. The Orcs' leader and their weapons may be found somewhere within the ruins of Ost Cynr, south-west of Ost Guruth. Objective #2: You should return at once to Frideric the Elder, bringing him the Orc-swords you collected as evidence of your victory. Frideric the Elder awaits your return at Ost Guruth, northeast of Ost Cynr.								
	Merciful Release	30	Radagast the Brown	Tier 4	Tier 4	Celechar, Huorn Purger	The Tainted Living	Fallen Oak
OBJECTIVES: Somehow the very essence of the Red Swamp has been corrupted. Radagast the Brown, a Wizard who has come to Agamaur, seeks to learn the cause. Objective #1: The bark you brought Radagast revealed that the corruption in the swamp has gone too deep, and there is no hope to reclaim Agamaur or its creatures. Radagast has laid the task of bringing a merciful end to the Huorns and bog-lurkers which dwell there. Huorns and bog-lurkers can be found in the north-west of Agamaur. Objective #2: Radagast, not without difficulty, instructed you to destroy the Huorns and bog-lurkers of Agamaur, which you have done. You should bring word of your success to the Wizard at once. Radagast is at the Eglain camp in the southern reaches of Agamaur.								
	Missing Supply Cart	15	Anlaf the Forlorn	Tier 3	Tier 3	—	—	Fair Trade with Bree
OBJECTIVES: A cart bound for Bree and due to return to the Forsaken Inn is several days overdue. The recent arrival of goblins and other foes has Anlaf the Forlorn worried that something happened to the cart and its driver. Objective #1: Anlaf has asked that you search north and south of the cart's estimated route to learn its fate and the fate of its driver. Anlaf's missing cart travelled west towards Bree along the Great East Road. Objective #2: You discovered that the cart was destroyed, its supplies stolen, and the driver killed by the nearby goblins. Anlaf should be given this unfortunate news. Anlaf is at the Forsaken Inn.								
	Noble Deeds	17	Constable Bram Ashleaf	Tier 3	Tier 3	—	—	—
OBJECTIVES: Trouble of all manner surrounds the Forsaken Inn, and a retired Constable needs help protecting the Inn from the threats. Objective #1: Bram Ashleaf has asked you to help protect The Forsaken Inn by clearing the threat of wolves, Orcs, and boars from the area surrounding the inn. Wolves can be found in the Midgewater Pass. Orcs prowl north in the Weather Hills and the Midgewater Pass. Boars wander in Annunlos and the Weather Hills surrounding Weathertop.								
	Noisome Neighbours	23	Hana the Young	Tier 3	Tier 3	Hana's Gloves, Hana's Helmet	Hana's Dream	—
OBJECTIVES: Since visiting Agamaur, the swamp northeast of Ost Guruth, Hana the Young has had terrible dreams. She spoke mysteriously about a Woman in the swamp and the song of the nerbyg. Objective #1: Hana claims that the Woman her people found in the swamp wishes to harm her and uses the norbog to call to her and draw her forth from Ost Guruth. Hana has asked you to slay the insects and bring her their legs so that she will know they can no longer call to her. Nerbyg can be found in Haragmar, the southern reaches of the Red Swamp, in a place called the Circle of Blood.								
	Oakheart's Plight	32	Sara Oakheart	Tier 5	Tier 5	Oakheart's Shoulder Guards, Oakheart's Feather, Oakheart's Leggings, Oakheart's Dagger	—	—
OBJECTIVES: You have found a familiar face as a prisoner within Garth Agarwen: the strange old woman, Sara Oakheart. Objective #1: Follow Sara Oakheart out of Garth Agarwen and protect her along the way! She seems to have been captured by Ivar and the wights. Objective #2: Now that you have successfully escorted Sara Oakheart to safety, you should speak with her again.								

Quests: Lone-lands



LONE-LANDS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Orc-thieves	16	Candaith	Tier 3	Tier 3	—	An Orc Messenger	—
OBJECTIVES: Candaith's pursuit of an Orc-company turned deadly when he was discovered, and in his haste to escape, he lost his bow to the Orcs. Objective #1: Candaith has asked you to recover his bow from the archer that has taken it. White Hand archers scout the Midgewater Pass, and can be found also within Bleakrift, northwest of Candaith's camp at the foot of Weathertop.								
	Ost Guruth to the Forsaken Inn	15	Frideric the Elder	Tier 1	Tier 1	—	Candac's Delay, Candac's Obligation	—
OBJECTIVES: There's an inn by the road from Ost Guruth where you can find food and shelter and perhaps employment. Objective #1: Go to the Forsaken Inn and talk to Candac Brightwood. The Forsaken Inn can be found along the road to the west.								
	Our Greatest Find	22	Hunulf Munce	Tier 4	Tier 4	Munce's Ring, Munce's Masher	A Greater Theft	—
OBJECTIVES: As the goblins descended on the Eglain in Minas Eriol, the tribe left something very important behind, hidden in the deepest ruins. Objective #1: Hunulf directed you to seek out the greatest discovery made by the Eglain, a statue dredged from the swamps of the Lone-lands. It lay packed away in a crate in Ost Laden, now overrun by goblins. The crate containing the Eglain's greatest find is located in the ruins of Minas Eriol, at a place called Ost Laden. The Eglain waiting to receive the crate is outside the ruins, to the east of Ost Laden. Objective #2: You delivered the statue safely into the hands of the Eglain. You should return to the Forsaken Inn and tell Hunulf Munce of your success. Hunulf Munce is at the Forsaken Inn, northwest of Minas Eriol.								
	Profound Losses	23	Tortwil	Tier 3	Tier 3	—	A Plague of Spiders	Elders in the Shadows
OBJECTIVES: Since long before Orcs and undead crept into the Lone-lands, the Eglain has had to deal with the menace of spiders dwelling within the ruins across the lonely stretch of Eriador. Now as the spiders are driven from the depths of their ruined homes they creep closer and closer to Ost Guruth and threaten the Eglain who dwell there. Objective #1: After telling you of the loss of his wife and son to the spiders of Amon Ros, Tortwil asked you to return to the vale and destroy any egg sacs you might find. The spiders' eggs can be found among their nests in Amon Ros, west of Ost Guruth. Objective #2: You found the egg sacs in the shadows of Amon Ros and destroyed them as Tortwil requested. You should return to Ost Guruth with the news of your success. Tortwil awaits your return in Ost Guruth, east of Amon Ros.								
	Proof's Burden	28	Dannasen	Tier 2	Tier 2	Emelin's Helm, Emelin's Staff	Rhudaur's Traitors	Long Overdue Justice
OBJECTIVES: Dannasen, released from Neven's control, seeks not only to fulfill his curse, but also to exact revenge upon the Hill-men of Rhudaur who serve the enigmatic Red-maid of Garth Agarwen. Objective #1: Dannasen, desiring evidence to remind his brethren in the southern bog of their purpose, sent you to gather satchels from the Hill-men of Rhudaur, who serve the Red-maid. He asked you to deliver the satchels to a shade named Emelin, who leads the remnant in the south. Emelin and the remainder of the shades of Arthedain haunt the southern bog, far to the south of the Red Swamp.								
	Pursued by the Past	25	Kekkonen	Tier 4	Tier 4	Leggings of the Earth-kin, Kekkonen's Bow, Earth-kin Earring, Kekkonen's Hammer	An Offering of Peace, Part II	A Brokered Peace
OBJECTIVES: With the migration of Orcs and goblins to the western Lone-lands, the Eglain attempted to rekindle old trade relations with an Elf from Rivendell to the east. However, they encountered great, lumbering beasts upon the Road and dared not continue forwards. Objective #1: Trolls pursued the Earth-kin from the Ettenmoors far to the northeast and have taken residence in the far south-east corner of the Grimfens in the southern Lone-lands. Kekkonen, the Earth-kin chieftain, asked you to assist his people by destroying the trolls which pursued the fragile remnants of his people into the Lone-lands. He suggested you take friends. The trolls dwell in a place called Harloeg, far to the south-east of the Tornstones. Objective #2: Return to the Earth-kin camp in Torograd and speak with Kekkonen. He waits to hear how you fared against the Trolls in the Grimfens. The Earth-kin encampment is near the Tornstones, far to the north-west of Harloeg, south of the Great East Road.								
	Raising the Wargs' Ire	25	Old Mugwort	Tier 3	Tier 3	—	A Fitting Meal	Drawing the Pack
OBJECTIVES: Old Mugwort believes that if the wargs are angered, they will send forth their leader. Objective #1: Old Mugwort thinks that if you anger enough wargs, they will call forth their leader. Wargs can be found off the Great East Road on the far side of Nain Enidh, in the vicinity of Ost Cynr. Objective #2: The wargs are surely angry now, given your exploits in Nain Enidh, and Old Mugwort should be informed of your success. Old Mugwort is at the Forsaken Inn.								



LONE-LANDS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Reclaim the Lost Maiden	35	Dannasen	Tier 5	Tier 5	Dannasen's Breastplate, Dannasen's Jacket, Dannasen's Shirt, Dannasen's Duty, Dannasen's Oath	A Sister's Love	—
<p>OBJECTIVES: The River-maiden Goldberry had instructed you to pour the pure water into the sanctum of the Red-maid's fortress, Garth Agarwen. Objective #1: Dannasen instructed you to obey Goldberry and take the pure water to the Red-maid's sanctum. Once there, he told you that you would have to defeat the Red-maid, and when the waters of her pool go still, to pour the water in. The Red-maid is in her sanctum within her fortress of Garth Agarwen. Objective #2: You should return to Dannasen and tell him that you poured the pure water to the Red-maid's Sanctum. Dannasen is at the Eglain camp in Agamaur.</p>								
	Relics of Rhudaur	32	Elsa the Bold	Tier 4	Tier 4	Necklace of Rhudaur, Guard of the Eglain	—	—
<p>OBJECTIVES: The Eglain depends upon the trade of ancient relics for food and other necessities of life. Elsa believes that Garth Agarwen holds such a wealth of relics that her people will be sustained for many years. Objective #1: Elsa the Bold has asked you to pick up any small trinkets and relics you may find as you adventure within the walls of Garth Agarwen, promising a reward. Garth Agarwen lies to the northeast of the Eglain's encampment. Objective #2: Elsa asked that you watch for relics of the ancient days as you ventured within Garth Agarwen. You found a good many, which she will be glad to receive. Elsa the Bold is in the Eglain camp in the southern reaches of Agamaur.</p>								
	Retake Weathertop	20	Candaith	Tier 4	Tier 4	Candaith's Leather Leggings, Candaith's Scale Leggings, Rigul's Bane, Bain-garab	Lost in Interpretation	—
<p>OBJECTIVES: Candaith saw a company of Orcs climbing to the summit of Weathertop, preparing fortifications and barricades as they went. The Orcs have foul plans for the hill and must be defeated before they work some great mischief. Objective #1: The Ranger Candaith asked you to assist him in driving a company of Orcs from Weathertop. He told you to gather allies and return to him when you are prepared. Candaith is at his camp at the foot of Weathertop. Objective #2: Candaith is waiting to discuss with you the strange events that occurred atop Amon Sûl. Candaith is at his camp at the foot of Weathertop.</p>								
	Rhudaur's Traitors	28	Dannasen	Tier 4	Tier 4	—	—	Proof's Burden
<p>OBJECTIVES: Dannasen, released from Neven's control, seeks not only to fulfill his curse, but also to exact revenge upon the Hill-men of Rhudaur who serve the enigmatic Red-maid of Garth Agarwen. Objective #1: Dannasen has asked you to bring him the satchels borne by the Hill-men of Rhudaur so that he might find evidence to remind his brethren in the south of the curse that binds them to Middle-earth. The Hill-men of Rhudaur are encamped in the northeast corner of Agamaur.</p>								
	Rings of Rhudaur	33	Radagast the Brown	Tier 4	Tier 4	Warmonger, Relentless Staff	Chapter 8: The Red-pass	—
<p>OBJECTIVES: Radagast the Brown was reminded of a legend about rings that were given to the leaders of the Hill-men to signify their service to Angmar. These rings gave them power over their lessers, but exacted their very lives from them, making their bodies vessels for wight-spirits. Objective #1: Radagast the Brown has asked you to enter Garth Agarwen and discover if the legendary rings exist. If they do, he wishes them brought to him so that they may be destroyed. Wights can be found in Garth Agarwen in the north of Agamaur.</p>								
	Rise of the Orcs	15	Candaith	Tier 3	Tier 3	—	—	An Orc Messenger
<p>OBJECTIVES: Candaith, the Ranger who watches the Great East Road as it passes through the Lone-lands, has learned of an Orkish presence somewhere in the Weather Hills. Objective #1: The Ranger Candaith has enlisted your aid to provide the distraction he needs to find the main force of the Orcs in the Weather Hills. Defeating Orcs in the hills surrounding his camp at the foot of Weathertop will serve nicely. White Hand Pillagers and Foul-arrow White Hands stalk the Weather Hills, west of Candaith's camp. Objective #2: If Candaith's plan was well-formed, your actions in the Weather Hills should have provided the distraction he needed to locate the main force of the Orcs. Candaith is at his camp near the foot of Weathertop, among the Weather Hills.</p>								
	Sever the White Hand	21	Gestr Quicksilver	Tier 4	Tier 4	Quicksilver's Gloves, Quicksilver's Shoulder Pads	A Righteous Theft	—
<p>OBJECTIVES: In the shadow of Amon Sûl, at the edge of Nain Enidh, lay an Arnorian ruin. Those ruins afforded the Eglain of Ost Guruth a wealth of material to trade with collectors in Bree-land..until the arrival of half-breeds from the South. Objective #1: Gestr Quicksilver is concerned that the half-orcs are servants of a greater power, perhaps even Mordor. He has asked you to enter Naerost and slay their leader and his guards in hopes that the rest will flee. Naerost lies just east of Weathertop, west of Ost Guruth. Objective #2: Though the half-orcs did not flee, their leader and his guards have been slain. You should return to Gestr Quicksilver with the news. Gestr Quicksilver awaits your return at Ost Guruth, east of Naerost.</p>								

Quests: Lone-lands



LONE-LANDS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Terror in the Sky	26	Stanric	Tier 3	Tier 3	Stanric's Staff, Stanric's Necklace	A Plague Upon Us	Well-Prepared
OBJECTIVES: Despite a small supply of arms and armour, Stanric of the Eglain is attempting to organize at least a meagre defence against the wild and dangerous beasts and other enemies which stalk the ruins the Eglain call their homes. Objective #1: Stanric has asked you to search along the Great East Road for gore-crows and collect their eyes as evidence that they can no longer spy upon the people of Ost Guruth. Gore-crows can be found all along the Great East Road, which lies south of Ost Guruth.								
	The Goblin Leader	22	Constable Bram Ashleaf	Tier 4	Tier 4	Constable's Halberd, Ashleaf's Jeweled Bracelet, Nishrûk's Foe	—	—
OBJECTIVES: The goblins in the ruins to the south-east of The Forsaken Inn hearken to the call of a ferocious leader, who could bring ruin to the inhabitants of the inn. Objective #1: Constable Bram Ashleaf has asked you to slay Nishrûk, the leader of the goblins troubling The Forsaken Inn. He warned you to take allies. The goblin's leader, Nishrûk, dwells in a Goblin fort built among the ruins south-east of The Forsaken Inn. Objective #2: You entered the ruins and defeated Nishrûk, as Constable Ashleaf requested. You should return to him with news of your success. Constable Bram Ashleaf awaits you outside The Forsaken Inn.								
	The Shattered Past	33	Aric the Stone-speaker	Tier 4	Tier 4	—	The Stone-speaker	—
OBJECTIVES: The coming of the wights to Garth Agarwen marked the twilight of the shades of Arthedain. The Gaunt-lord who summoned the creatures brought fear even to the Dead. These wights now guard the way to the Red-maid. Objective #1: Aric the Stonespeaker wishes to help the cursed Men of Arthedain and has asked you to slay wights found in Garth Agarwen. He has also asked you to bring back their swords for him to display, to bolster the flagging spirits of the cursed Men. Wights can be found at Garth Agarwen far to the north in the eastern reaches of Agamaur.								
	The Stone-speaker	27	Frideric the Elder	Tier 1	Tier 1	—	—	—
OBJECTIVES: Frideric has sent you to Aric, the Stone-speaker of the Eglain, in Harloeg. Objective #1: Frideric has sent you to speak with Aric, the Stone-speaker. Find Aric by travelling south across the Great East Road and beyond Talath Gaun. Venture into Harloeg, as far south into the swamp as you can journey into the ruins there.								
	The Tainted Living	29	Radagast the Brown	Tier 4	Tier 4	—	Chapter 8: The Red-pass	Merciful Release
OBJECTIVES: Somehow the very essence of the Red Swamp has been corrupted. Radagast the Brown, a Wizard who has come to Agamaur, seeks to learn the cause. Objective #1: Radagast has asked you to gather bark from the corrupted tree-stumps in Agamaur, so that he may continue his study into Ivar's means of causing the corruption. He warns you that Agamaur should not be traversed alone. You should gather allies. There are many corrupted stumps in the north-west of Agamaur. Objective #2: The task was not simple, for enemies were abundant in the swamp, but you managed to gather nine strips of bark for Radagast. You should return to the Wizard with your bounty. Radagast is in the Eagle Camp in the southern parts of Agamaur.								
	Thistlewool's Sullied Name	15	Thomas Thistlewool	Tier 1	Tier 1	—	—	—
OBJECTIVES: Thomas Thistlewool received a letter from Anlaf the Forlorn at The Forsaken Inn, mentioning money owed and a Man he employed to collect some artifacts from the area. Objective #1: Thomas Thistlewool has asked you to deliver a letter to Anlaf the Forlorn, the proprietor of The Forsaken Inn, promising payment for a debt incurred by a Man he hired to seek ancient relics for him. Anlaf the Forlorn can be found at The Forsaken Inn, eastward along the Great East Road.								
	To Agamaur	28	Frideric the Elder	Tier 1	Tier 1	—	—	—
OBJECTIVES: Agamaur is a place full of foul corruption and grave danger, home to a terrible evil. Objective #1: Frideric has bid you journey to Agamaur to speak with Eriac the Strong. Agamaur is east and north of Ost Guruth. It lies beyond the Red Pass in the Haragmar swamp.								
	Vengeance for the Lost	18	Gadaric Munce	Tier 3	Tier 3	—	Candac's Obligation	Hunters Become Prey
OBJECTIVES: Gadarc Munce, less tolerant than his brother Hunulf, desires that vengeance be visited upon the goblins who drove his people from the ruins of Minas Eriol, south-east of the Forsaken Inn. Objective #1: Goblins slaughtered many of the Eglain, and Gadarc Munce wants to revisit these losses upon the evil creatures. He bade you go to the ruins where the attack took place and slay any goblins you find there. Goblins can be found in the ruins of Minas Eriol, southeast of the Forsaken Inn. Objective #2: You found your prey within the ruins and dispatched them in kind, avenging those of the Eglain slain at the hands of the goblins. Gadarc Munce will wish to hear of your victory. Gadarc Munce is at the Forsaken Inn.								



LONE-LANDS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Venom of the Ruin-stalkers	23	Stanric	Tier 3	Tier 3	—	—	A Plague Upon Us
OBJECTIVES: Despite a small supply of arms and armour, Stanric of the Eglain is attempting to organize at least a meagre defence against the wild and dangerous beasts and other enemies which stalk the ruins the Eglain call their homes. Objective #1: Stanric explained that spider-venom could be used to create a medicine against poisons and possibly save lives. He sent you to Amon Ros to collect poison from the spiders there. Ruin-web hunters and ambushers dwell within the ruins of Amon Ros, west of Ost Guruth.								
	Vessel of Purity	29	Dannasen	Tier 4	Tier 4	Menevaib, Amarthgol, Dorchrist	Chapter 8: The Red-pass	A Sister's Love
OBJECTIVES: Dannasen sent you to the west to collect an urn that the Red-maid used to calm the water before her fall. He directed you to make your way to the eastern side of Agamaur and locate an altar, natural in appearance and guarded by darkwater, and fill the urn with water from near the altar then return to him. Objective #1: The shade Dannasen has asked you to recover the Red-maid's urn, fill it with water from an ancient, natural altar, and bring it back to him. The urn is in the south-western part of Agamaur. Objective #2: Fill the urn you collected with water from the area surrounding a natural altar guarded by darkwater. The altar is in the south-eastern part of Agamaur. Objective #3: Now that you have filled the urn with water from the area surrounding the altar, you should return to Dannasen. Dannasen is at the Eglain camp, north-west of the Red-maid's altar.								
	War-master Uzorr	20	Candaith	Tier 4	Tier 4	Uzorr's Vanquisher, Uzorr's Foe	An Orc Messenger	Lost in Interpretation
OBJECTIVES: Candaith has learned of the existence of a War-master among the orcs named Uzorr. His defeat would be a powerful blow against them. Objective #1: Candaith asked you to find and slay War-master Uzorr and search the camp for a letter containing his orders. War-master Uzorr can be found in Bleakrift, northwest of Candaith's camp at the foot of Weathertop. Objective #2: You were victorious over War-master Uzorr and have obtained a letter that surely contains his orders from whatever power commands the orcs that have ventured into the Lone-lands. Candaith is at his camp at the foot of Weathertop, among the Weather Hills.								
	Weavers Beneath the Ruins	21	Hunulf Munce	Tier 4	Tier 4	Shadow-weaver Eye Cutter, Hunulf's Dagger, Munce's Padded Boots, Munce's Shoulder Pads, Munce's Shoulder Guards	A Greater Theft	—
OBJECTIVES: Spiders in the valley beneath Minas Eriol have preyed upon the Eglain for a long time. Objective #1: Hunulf Munce believes that you and your allies can take the eyes from the Moor-web spiders beneath Minas Eriol, depriving them of their strength. Spiders can be found in the valley beneath Minas Eriol, southeast of the Forsaken Inn.								
	Well-Prepared	26	Stanric	Tier 3	Tier 3	—	Terror in the Sky	Clear Water
OBJECTIVES: Despite a small supply of arms and armour, Stanric of the Eglain is attempting to organize at least a meagre defence against the wild and dangerous beasts and other enemies which stalk the ruins the Eglain call their homes. Objective #1: Stanric dispatched you to collect boar-haunches and stomachs to help the Eglain fill their winter stores. Boars may be found eastward along the Great East Road, which lies to the south of Ost Guruth.								









LONE-LANDS: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 2: Foreword: Aiding the Order	26	Gandalf	Tier 2	Tier 2	—	Chapter 12: The Black Rider's Designs	Chapter 1: The Red Swamp
OBJECTIVES: Gandalf learned from one of the Great Eagles, Gwaihir the Windlord, that another wizard, Radagast the Brown, discovered a source of corruption within the Lone-lands. Objective #1: Gandalf is concerned about the shadow spreading out of Angmar. He asked you to consult with Radagast the Brown. Radagast the Brown can be found in Ost Guruth, far to the east of Bree.								
	Book 2: Chapter 1: The Red Swamp	26	Radagast the Brown	Tier 3	Tier 3	—	Foreword: Aiding the Order	Chapter 2: The Bloated Dead
OBJECTIVES: An aura of corruption drew Radagast the Brown to the Red Swamp. He needs help to uncover the source of this corruption. Objective #1: In order to learn what might be causing the corruption of the swamp, Radagast needs bits of moss from the nests of bog-prowlers. The bog-prowlers wander in Haragmar, east of Ost Guruth. Objective #2: You must return to Radagast the Brown with the moss you collected. Radagast waits in Ost Guruth, west of Haragmar.								

Quests: Lone-lands



LONE-LANDS: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 2: Chapter 2: The Bloated Dead	27	Radagast the Brown	Tier 3	Tier 3	—	Chapter 1: The Red Swamp	Chapter 3: Breeders of the Dead
<p>OBJECTIVES: Your discovery of wights in Haragmar, the southern reaches of the Red Swamp, alarms Radagast the Brown. He suspects the involvement of powers from Angmar. Objective #1: Radagast sent you back into the swamp to defeat the wights that are fouling the land with their evil. Wights can be found deeper in Haragmar, the southern reaches of the Red Swamp, east of Ost Guruth. Objective #2: You should return with news of your battle with the wights of Haragmar. Radagast the Brown waits at the tower at the northern end of the main thoroughfare in Ost Guruth.</p>								
	Book 2: Chapter 3: Breeders of the Dead	28	Radagast the Brown	Tier 3	Tier 3	Boots of the Ruinhold, Greataxe of the Brown Wizard	Chapter 2: The Bloated Dead	Chapter 4: The Stone-speaker
<p>OBJECTIVES: Radagast is concerned with the cause of the corruption in the swamps. He feels that the wights are a symptom of a greater evil. Objective #1: Radagast told you of the gaunt-Men, necromancers in the service of Sauron, who are responsible for the emergence of these wights. He asked you to defeat the war-singers and bring him their sigils. He can then determine which of the Gaunt-lords they serve. The gaunt-Men dwell in the ruins to the far east of Haragmar.</p>								
	Book 2: Chapter 4: The Stone-speaker	28	Radagast the Brown	Tier 3	Tier 3	—	Chapter 3: Breeders of the Dead	Chapter 5: A Dead Man's Challenge
<p>OBJECTIVES: Radagast wants to learn what drew a creature such as Ivar to the Red Swamp. He thinks that something could be learned from one of the Eglain. Objective #1: Radagast spoke of a Man named Aric the Stone-speaker. Aric may be able to tell you the history of the Red Swamp. Aric is south of Ost Guruth, beyond Talath Gaun, down in Harloeg.</p>								
	Book 2: Chapter 5: A Dead Man's Challenge	28	Aric the Stone-speaker	Tier 1	Tier 1	—	Chapter 4: The Stone-speaker	Chapter 6: In the Gaunt-lord's Grasp
<p>OBJECTIVES: While investigating the source of the wights of the Red Swamp, Radagast sent you to a Man named Aric the Stone-speaker. Aric hinted that the dead might hold the answers you seek. Objective #1: Aric spoke of a shade called Emelin. If you can prove your worth to the shade, he might give you the information you desire. Emelin haunts the area called Ost Haer. Objective #2: Emelin tasks you to defeat the apparitions of his dead warriors. Succeed, and he will help you. Fail, and you may perish. Emelin haunts the area called Ost Haer.</p>								
	Book 2: Chapter 6: In the Gaunt-lord's Grasp	28	Emelin	Tier 3	Tier 3	Brudhraw's Fall, Shimmering Ring	Chapter 5: A Dead Man's Challenge	Chapter 7: History of the Red Maid
<p>OBJECTIVES: Emelin told you about his failure to protect one of the River-maidens and the curse it brought down upon him and his Men. He agreed to help you if you accomplish a task for him. Objective #1: Emelin told you that the Gaunt-lord Ivar the Blood-hand raises the wights as his soldiers. You must destroy them and their lord, a wight called Brudhraw. The wights and their Wight-lord may be found west of Ost Haer in Nindor. Objective #2: You defeated the wight-lord Brudhraw. Now you should return to the shade called Emelin. Emelin is at Ost Haer, to the north.</p>								
	Book 2: Chapter 7: History of the Red Maid	29	Emelin	Tier 2	Tier 2	—	Chapter 6: In the Gaunt-lord's Grasp	Chapter 8: The Red-pass
<p>OBJECTIVES: You defeated the wight-lord and brought some semblance of peace to Emelin and his Men, the fallen warriors of Arthedain. Objective #1: Emelin told you his sad tale, then instructed you to return to Radagast the Brown. Radagast the Brown is in the tower at the end of the main avenue in Ost Guruth.</p>								
	Book 2: Chapter 8: The Red-pass	29	Radagast the Brown	Tier 5	Tier 5	The Scavenger's Lot, Scale Boots of the Eglain, Ring of the Eglain, Bracelet of the Eglain, Celeglang	Chapter 7: History of the Red Maid	Chapter 9: Agamaur Secured
<p>OBJECTIVES: Radagast told you that members of the Eglain, led by Elsa and Eriac, had entered Agamaur, the northern marshes of the Red Swamp. Objective #1: Radagast the Brown waits to lead you into the passage to Agamaur, while you gather allies. When you are prepared to leave, you should speak with Radagast again. Radagast the Brown is in the tower at the end of the main avenue in Ost Guruth. Objective #2: Your battle against Ivar's dark-water was a victory, or so it appears. The Gaunt-lord retreated into the north, pursued by Radagast the Brown, and has not been seen since. The Eglain and the shades of Arthedain have established a small encampment within the ruins. Elsa of the Eglain waits to speak with you.</p>								
	Book 2: Chapter 9: Agamaur Secured	29	Radagast the Brown	Tier 2	Tier 2	—	Chapter 8: The Red-pass	—
<p>OBJECTIVES: With the aid of the shades of Arthedain, the Eglain held fast against Ivar's forces. Objective #1: Radagast thanked you for your help and asked you to speak with the Eglain woman named Elsa. Speak to Elsa in the camp. Objective #2: Elsa gave you a letter to deliver to Frideric requesting supplies for her encampment. She also asked you to deliver a pack to her sister, Hana. Both can be found in Ost Guruth. The passage to Haragmar lies to the south. Ost Guruth is west of Haragmar. Objective #3: Hana was pleased to receive the pack from Elsa, knowing that her sister is watching out for both her and all of the Eglain. Frideric abides in the courtyard of Ost Guruth.</p>								

Lone-lands

Level 15

Blankets from the Baying Wolves

By Hoof and Crook

Candac's Delay

Candac's Delivery

Candac's Obligation

Falster's Delivery

Falster's Request

Missing Supply Cart

Ost Guruth to the Forsaken Inn

Rise of the Orcs

Thistlewool's Sullied Name

Level 16

Orc-thieves

Level 17

A Deal Gone Sour

A Fitting Meal

Goblin Exiles

Noble Deeds

Level 18

A Clear Message

A Daring Rescue

A Greater Theft

A Price on Their Heads

Better Blankets

Enfeebling the Foe

Fair Trade with Bree

Fluffing the Pillows

Vengeance for the Lost

Level 19

An Orc Messenger

Level 20

An Honorless People

A Righteous Theft

Earned Trust

Half-breed Thieves

Hunters Become Prey

Light in the Darkness

Lore-master in Brown

Lost in Interpretation

Retake Weathertop

War-Master Uzorr

Level 21

A Dwarf's Duty

Dour Dwarves

Sever the White Hand

Weavers beneath the Ruins

Level 22

An Offering of Peace

Enemies of the Eglain

Iron-jaws

Man-slayers

Our Greatest Find

The Goblin Leader

Level 23

A Plague of Spiders

Hana's Dream

Noisome Neighbors

Profound Losses

Venom of the Ruin-stalkers

Level 24

An Offering of Peace, Part II

Elders in the Shadows

Master of the Lash

Level 25

A Brokered Peace

A Plague upon Us

Drawing the Pack

Pursued by the Past

Raising the Wargs' Ire

The Grimfens

Level 26

Book 2: Foreword: Aiding the Order (Epic)

Book 2: Chapter 1: The Red Swamp (Epic)

Terror in the Sky

Well-Prepared

Level 27

Book 2: Chapter 2: The Bloated Dead (Epic)

The Stone-speaker

Level 28

Book 2: Chapter 3: Breeders of the Dead (Epic)

Book 2: Chapter 4: The Stone-speaker (Epic)

Book 2: Chapter 5: A Dead Man's Challenge (Epic)

Book 2: Chapter 6: In the Gaunt-lord's Grasp (Epic)

Clear Water

Proof's Burden

Rhudaaur's Traitors

To Agamaur

Level 29

A Sister's Love

Book 2: Chapter 7: History of the Red Maid (Epic)

Book 2: Chapter 8: The Red-pass (Epic)

Book 2: Chapter 9: Agamaur Secured (Epic)

Dead Water

The Tainted Living

Vessel of Purity

Level 30

Angmar's Dead

Long Overdue Justice

Merciful Release

Level 31

Cutting off the Hand

Fallen Oak

Fell Spirits

Grimbark's Reclamation

Rings of Rhudaaur

Level 32

Arthedain's Lost Bretheren

Oakheart's Plight

Relics of Rhudaaur

Level 33

Rings of Rhudaaur

The Shattered Past

Level 34

Ivar the Bloodhand

Level 35

Reclaim the Lost Maiden

Book 2: Chapter 6—In the Gaunt-lord's Grasp (Epic)

Clear Water

Grimbark's Reclamation

Proof's Burden

Rhudaaur's Traitors

To Agamaur

MISTY MOUNTAINS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Scholar's Lesson	41	Deluros	Tier 1	—	Scholar's Hat, Rune Shard	The Missing Fragments	—
OBJECTIVES: Scholar Deluros has reassembled an ancient vase from the fragments you retrieved in the Misty Mountains, and seeks to teach Glorenglir a further lesson. Objective #1: Scholar Deluros has asked you to place the vase he reassembled on the table near Glorenglir, observe her reactions, then return to him. Glorenglir is in Rivendell, and a table nearby would be a suitable place to set the vase you have been given. Objective #2: Scholar Deluros asked you to gauge Glorenglir's reaction to the vase he reassembled. Glorenglir is in Rivendell. Objective #3: Deluros is waiting to hear if Glorenglir recognized the vase he reassembled. Scholar Deluros is in the library of Elrond's House in Rivendell.								
	Arctic Hunters	43	Tralli Gemfinder	Tier 3	Tier 3	—	—	—
OBJECTIVES: Tralli Gemfinder at Glóin's camp wants you to hunt the wargs that harass travellers in the Misty Mountains. Objective #1: Tralli Gemfinder asked you to defeat the wargs that stalk the mountains. Wargs stalk the drifts in the Misty Mountains north and east Rivendell, near the ridges of Pinnath Fenui. Objective #2: Tralli will be pleased to hear that you have lessened the menace of the wargs that stalk the Misty Mountains. Tralli Gemfinder is at Glóin's camp, north of Rivendell.								

Quests: Misty Mountains







MISTY MOUNTAINS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Bears of the North	40	Glóin	Tier 3	Tier 3	—	—	—
OBJECTIVES: Glóin thinks that the dwarves may be overstaying their welcome at Rivendell and wishes to renew his guest-gift to Elrond. Objective #1: You have been asked to hunt the great white bears of the Misty Mountains to collect their hides. Take the north path out of Rivendell and search the Misty Mountains to the east and south for the great white bears.								
	Deluros of Rivendell	39	Glorengrir	Tier 1	—	—	Unwitting Scavengers	The Missing Fragments
OBJECTIVES: Glorengrir believed that snow lurkers could be used to unearth fragments of history from the snows of the Misty Mountains, and you have proven her correct. Objective #1: Glorengrir has asked you to bring the relic fragments you recovered from the snow lurkers of the Misty Mountains to Deluros with the hope that he will recognize her readiness to advance as a scholar. The scholar Deluros is within the library of the House of Elrond in Rivendell.								
	Every Last Ingot	43	Larus Sharpshard	Tier 3	Tier 2	—	Old Treasures	The Other Chest
OBJECTIVES: According to the records Larus Sharpshard was given by Heikki Goldwatcher, the strongbox you recovered is missing some of its contents. Objective #1: Larus Sharpshard is outraged that goblins have pilfered from the strongbox you recovered and has demanded that you retrieve all of the stolen ingots. Goblins carrying Dwarf-gold ingots can likely be found on the Pinnath Fenui, the ridges east of the source of the Bruinen, in the Misty Mountains. Objective #2: Larus Sharpshard will be delighted that you have recovered the stolen ingots from the goblins of the Misty Mountains. Larus Sharpshard is at Glóin's camp, north of Rivendell.								
	Few Who Dare	43	Golhador	Tier 2	—	—	The Masters of the Mammoth	Towering Champions
OBJECTIVES: Gailthin the Elf was emissary to the giants in happier days, and she is one of the few who might understand the significance of the tusk-rings you recovered. Objective #1: Golhador has asked you to show the tusk-rings to emissary Gailthin. Gailthin is in the Dwarf-city of Gondamon, in the low-lands of Ered Luin.								
	Giant Country	43	Gwaemithrin	Tier 4	Tier 4	—	Scouting the Mountains	Thunder in the Mountains
OBJECTIVES: Gwaemithrin has sent you on a mission of peace to the giants of the Misty Mountains. Objective #1: Gwaemithrin has sent you to the Giants' Table in the Misty Mountains to treat with the giants and find out why they have come down into the Trollshaws. The Giants' Table is south of the pass of Rakhâs-biza, east of the guarded pass of Gabilazan. Objective #2: You found the Giants' Table, but the giants there attacked without warning. They have lost their respect for the old ways, and the Giants' Table is no longer a place of peaceful negotiation. You should return to Gwaemithrin with the news. The scout Gwaemithrin is in the highlands north and east of Rivendell at a camp established by the Dwarves.								
	Hidden by Fur and Snow	44	Malthenor	Tier 4	Tier 3	Malthenor's Shoulder Guards, Halthol, Hunter of the Mountains	Rampaging Beasts	—
OBJECTIVES: Malthenor is concerned about the bears that prowl the mountains and wants you to fight against them in many areas. Objective #1: Malthenor has asked you to defeat bears in many areas throughout the mountains to lessen the threat they pose to potential travellers. Bears are found throughout the Misty Mountains: near the Bruinen Source, by the High Craggs, and close to the Giant Halls. Objective #2: Malthenor will be pleased to hear that you have defeated many bears throughout the mountains. Malthenor is north of Rivendell, in the pass that winds into the mountains.								
	Old Treasures	43	Larus Sharpshard	Tier 2	Tier 1	—	—	Every Last Ingot
OBJECTIVES: The Misty Mountains are dotted with Dwarf-ruins, and Larus Sharpshard is eager to reclaim some of the treasures that may still remain in such stony places. Objective #1: Larus Sharpshard asked you to retrieve a strongbox from an old Dwarf-keep. The Dwarf-keep is at Iskeld's Lookout, but has been raided by goblins. Look for the dead goblins by the steps, and collect the strongbox lying by them. The strongbox is in the old Dwarf-keep that overlooks the source of the Bruinen, north of Glóin's camp. Larus Sharpshard is at Glóin's camp, north of Rivendell.								
	Rampaging Beasts	41	Malthenor	Tier 3	Tier 2	—	—	Hidden by Fur and Snow
OBJECTIVES: Malthenor has taken it upon herself to warn travellers passing into the mountains of the dangers that await within. Objective #1: Malthenor has asked you to defeat snowbeasts wherever you encounter them. Snowbeasts can be found throughout the Misty Mountains, especially near the source of the Bruinen. Objective #2: Malthenor will be pleased to hear that you have defeated many snowbeasts. Malthenor stands watch over the northern pass as it leaves Rivendell and winds into the Misty Mountains.								
	Real Treasure	45	Larus Sharpshard	Tier 2	Tier 2	—	The Last Ingot	—
OBJECTIVES: You have recovered both strongboxes for Larus Sharpshard. Now but one task remains. Objective #1: Larus Sharpshard has sent you to deliver the two strongboxes you helped reclaim to Heikki Goldwatcher. Heikki Goldwatcher is inside Thorin's Hall, located within the Blue Mountains.								

The Lord of the Rings Online





SHADOWS OF ANCOMAR™

MISTY MOUNTAINS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Scouting the Mountains	42	Ringhul	Tier 2	Tier 2	—	Mountain Raiders	Giant Country
<p>OBJECTIVES: Concerned about hostile giant activity in the Misty Mountains, Ringhul has sent you to meet with a scout in the highlands north of Rivendell. Objective #1: Ringhul has asked you to assist Gwaemithrin with her investigation into the doings of the giants of the Misty Mountains. The scout Gwaemithrin is in the highlands north and east of Rivendell at a camp established by the Dwarves.</p>								
	The Last Ingot	45	Halmur Stoneshaper	Tier 3	Tier 3	Thol-mundar, Boots of the Long March, Sharpshard Axe, Sharpshard's Shield	The Other Chest	Real Treasure
<p>OBJECTIVES: Halmur Stoneshaper, a descendant of the original Halmur Stoneshaper, son of Vithurr, has been charged with guarding the strongbox you seek until all its contents are returned. Objective #1: Halmur Stoneshaper suggested you seek the stolen ingot atop Orod Laden. The stolen ingot might be found atop Orod Laden. Objective #2: Halmur Stoneshaper is waiting for you to return with the stolen Dwarf-gold ingot you retrieved from the descendant of the thief who stole it long ages ago. Halmur Stoneshaper is in the tomb of his ancestor on the hill to the right as you approach the Dwarf-keep in the pass of Gabilazan from the south. Objective #3: After helping Halmur Stoneshaper reclaim the stolen ingot and fulfill his family's oath, he has allowed you to take the strongbox to bring it to Larus Sharpshard. The second strongbox is within the tomb of Halmur Stoneshaper in the pass of Gabilazan. Larus Sharpshard at Glóin's camp, north of Rivendell.</p>								
	The Masters of the Mammoth	43	Golhador	Tier 3	Tier 2	Golhador Vest, Othlang, Ladhigil	—	Few Who Dare
<p>OBJECTIVES: Golhador has cautioned you about the great mammoths of the Misty Mountains, some of which seem to have become allies of the giants. Objective #1: Golhador has expressed concern that the mammoths and the giants have formed an alliance and asked you to bring the silver tusk-rings worn by the mammoths for him to examine. Mammoths can be found throughout the Misty Mountains, but especially in areas where giants walk. Objective #2: Golhador is waiting for you to return with tusk-rings that might illuminate the nature of the alliance between the mammoths and the giants of the Misty Mountains. Golhador is on the northern pass that leaves Rivendell.</p>								
	The Missing Fragments	41	Deluros	Tier 3	Tier 2	—	Deluros of Rivendell	A Scholar's Lesson
<p>OBJECTIVES: The fragments you retrieved from the snow lurkers of the Misty Mountains are of interest to the scholar Deluros, though Glorenglir missed their significance. Objective #1: Scholar Deluros has asked you to collect jagged relic fragments from near the source of the Bruinen so he may reassemble the vase so readily dismissed by Glorenglir. Snow Lurkers can be found near the source of the Bruinen and drifts of snow in the area may also hold the jagged relic fragments sought by Deluros. Snowdrifts containing jagged relic fragments can be found along the cliff edges of Bruinen Source West, if the snow-lurkers have been heavily camped. Objective #2: You have retrieved some jagged relic fragments. Perhaps Deluros can use them to reassemble the ancient vase. Scholar Deluros is in the library of the House of Elrond in Rivendell.</p>								
	The Other Chest	43	Larus Sharpshard	Tier 3	—	—	Every Last Ingot	The Last Ingot
<p>OBJECTIVES: Larus Sharpshard discovered that there was a second strongbox, which remains missing. Objective #1: Larus Sharpshard is very worried that Heikki Goldwatcher will record unflattering things about him if you are not able to recover a second Dwarf-strongbox from the Misty Mountains. Larus Sharpshard believes the second strongbox is inside a building on the hill to your right as you approach the Dourhand-controlled keep in the pass of Gabilazan from the south. Gabilazan is east and south of Glóin's camp. The strongbox is inside Halmur Stoneshaper's Tomb, but you won't be allowed to take it. Speak to Halmur instead.</p>								
	Thunder in the Mountains	45	Gwaemithrin	Tier 5	Tier 5	Feremaib, Túannadir, Thunder Stabber, Thunder Lord's Fall, Balangon	Giant Country	—
<p>OBJECTIVES: The Thunder-lord, leader of the giants, has ordered them to battle. If he can be defeated, this threat might fall with him. Objective #1: The Thunder-lord is the source of the giants' recent hostility, and he must be defeated before all the giants in the region heed his commands. You will need the aid of brave allies if you hope to defeat him. The Thunder-lord rules the giants from Iorbar, south and east of the Giants' Table in the Misty Mountains. Objective #2: You must tell Elrond that the Thunder-lord is now defeated and the threat of the giants has been lessened. Elrond is in the library at Imladris.</p>								
	Towering Champions	43	Gailthin	Tier 4	Tier 3	Madfurr's End, Sukdyr's Fall, Kulgurz's Punishment, Avornechor	Few Who Dare	—
<p>OBJECTIVES: Gailthin has identified the giants who have mastery over the mammoths of the Misty Mountains and has asked that you put an end to this dangerous alliance. Objective #1: Madfurr is east of the Giant's Needle, in a cleft of the rock. Sukdyr is northeast of the Giant's Needle, among the stony paths. Kulgurz is on the high slopes above the Giant's Needle. Gailthin the Elf, once emissary to the giants of the Misty Mountains, has told you the locations of the powerful giant-champions responsible for taming the ferocious mammoths. The Giant's Needle is in the heart of the Giant Halls of the Misty Mountains, southeast of the Dwarf stronghold of Gabilazan. Objective #2: Golhador will be pleased to hear that you have defeated the mighty champions responsible for taming the ferocious mammoths. Golhador is in the pass north of Rivendell that winds into the Misty Mountains.</p>								




Quests: Misty Mountains



MISTY MOUNTAINS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Unwitting Scavengers	39	Glorenilir	Tier 3	Tier 2	—	—	Deluros of Rivendell
OBJECTIVES: Many relics have been lost to the snows of the Misty Mountains, buried beneath the drifts by the winds and by time. Objective #1: Glorenilir has asked you to collect Relic Fragments from snow lurkers in the Misty Mountains. As the creatures make their way through the snow, shards of pottery and old relics become tangled in their root-like legs. Snow lurkers climb the drifts near the source of the Bruinen in the Misty Mountains north of Rivendell. Objective #2: Glorenilir is waiting for you to return with relic fragments collected from the snow lurkers of the Misty Mountains. Glorenilir is in Rivendell.								
	Warning: Evil Dwarves	43	Vighar Roadwalker	Tier 3	Tier 2	—	Warning: Evil Men	Warning: Evil Giants
OBJECTIVES: Vighar Roadwalker, a Dwarf at Glóin's camp, wants to post signs warning travellers away from dangerous locations in the mountains. Objective #1: Vighar Roadwalker has given you a sign to post just outside the northern entrance to the pass of Gabilazan. Evil dwarves have occupied the keep that guards the pass. The pass of Gabilazan is east of Glóin's camp, south-west beyond the road's end, atop a slope. Objective #2: Vighar will be pleased to hear that you have posted the sign he gave you in front of the pass of Gabilazan, guarded by Dourhands. Vighar Roadwalker is at Glóin's camp, north of Rivendell.								
	Warning: Evil Giants	44	Vighar Roadwalker	Tier 3	Tier 3	The Climber's Legs, Roadwalker's Staff, Mithrilechor	Warning: Evil Dwarves	—
OBJECTIVES: Vighar Roadwalker, a Dwarf at Glóin's camp, wants to post signs warning travellers away from dangerous locations in the mountains. This quest is Fellowship-recommended because it takes you very near to the giants, but if you are very careful and very fortunate, you might be able to get to the signpost without being seen by the giants, in which case this quest might be soloable. It will certainly be easier with a Fellowship, in case things go wrong. Objective #1: Vighar Roadwalker has given you a sign to post in the pass of Rakhâs-biza, warning of giants to the south. He advised you not to attempt this task on your own. The pass of Rakhâs-biza is east of the pass of Gabilazan, where you posted Vighar's sign warning of the Dourhands. Objective #2: Vighar will be pleased to hear that you have posted the sign he gave you in the pass of Rakhâs-biza, north of the land of the giants. Vighar Roadwalker is at Glóin's camp, north of Rivendell.								
	Warning: Evil Men	41	Vighar Roadwalker	Tier 3	Tier 2	—	—	Warning: Evil Dwarves
OBJECTIVES: Vighar Roadwalker, a Dwarf at Glóin's camp, wants to post signs warning travellers away from dangerous locations in the mountains. Objective #1: Vighar Roadwalker has given you a sign to post just outside the entrance of the keep occupied by evil Men north of the road in the Misty Mountains. Evil Men have established themselves in a keep north of the road, across a wide and snow-covered field to the northeast of the source of the Bruinen. Objective #2: Vighar will be pleased to hear that you have posted the sign he gave you in front of the keep occupied by evil Rhudauns. Vighar Roadwalker is at Glóin's camp, north of Rivendell.								

MISTY MOUNTAINS: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 5: Chapter 1: Into the Misty Mountains	43	Elrond	Tier 2	Tier 2	—	Chapter 9: Hasten Their Departure	Chapter 2: Troublesome Goblins
OBJECTIVES: Elrond feels that the Nazgûl you drove off from the Trollshaws has fled into the Misty Mountains. He has asked you to continue your pursuit of the Nazgûl with the aid of Glóin. Objective #1: Elrond suggested that you seek Glóin's aid in the hunt for the Nazgûl. Glóin can be found at this camp at the top of the pass that leads from Rivendell into the Misty Mountains.								
	Book 5: Chapter 2: Troublesome Goblins	43	Glóin	Tier 3	Tier 3	Threk-fótar, Congronn, Doom of Gurzmat	Chapter 1: Into the Misty Mountains	Chapter 3: The High Fortress
OBJECTIVES: Glóin told you that the goblins seem very active of late, and that he would not be surprised if the Nazgûl you are pursuing were the cause. Objective #1: Glóin told you that if you search for the goblins' camps in the Misty Mountains, you should find a goblin named Gurzmat. He appears to be their leader, and by defeating him, you should throw the goblins into disarray and perhaps find the trail of the Nazgûl. The goblins have many camps among the ridges of Pinnath Fenui, far to the east and north of Glóin's camp. Objective #2: Glóin told you that by defeating the goblin Gurzmat, you would throw the goblins into disarray and perhaps find the trail of the Nazgûl you seek. Gurzmat is somewhere deep within the goblin-camp that sprawls along the ridges of the Pinnath Fenui. Objective #3: In defeating Gurzmat, you find him accompanied by hostile Dourhand dwarves. Glóin should be made known of this development immediately. Glóin is at his camp north of Rivendell.								
	Book 5: Chapter 3: The High Fortress	43	Glóin	Tier 3	Tier 3	—	Chapter 2: Troublesome Goblins	Chapter 4: The Key-stone
OBJECTIVES: Glóin told you that the Nazgûl you are pursuing can be found in the old Dwarf-fortress of Gabilazan, in the company of Skorgrím Dourhand. The two entered the nearly impregnable inner keep of the fortress. Glóin believes the only way to enter the inner keep is to learn its secret entrance. Objective #1: Glóin told you that to learn how to access the secret entrance to Gabilazan's inner keep, you will need to take the plans for the fortress placed in its cornerstone. Gabilazan can be found in one of the two passes east of Glóin's camp. The cornerstone that contains the plans you seek can only be accessed through Gabilazan's Vault. Objective #2: When you have taken the plans, return with them to Glóin.								



MISTY MOUNTAINS: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 5: Chapter 4: The Key-stone	43	Glóin	Tier 3	Tier 3	—	Chapter 3: The High Fortress	Chapter 5: The Last Refuge
<p>OBJECTIVES: Glóin discovered the secret entrance to the inner keep of Gabilazan, but the way is locked and will require an artifact of the old days. Objective #1: Glóin has asked you to retrieve a key-stone from an old Dwarf-vault. The key-stone will allow you entry into the Dourhand-occupied Dwarf-keep. The Dwarf-vault that contains the key-stone is at Iskeld's Lookout, near the source of the Bruinen. Once you have collected the key-stone, return with it to Glóin.</p>								
	Book 5: Chapter 5: The Last Refuge	45	Glóin	Tier 5	Tier 5	The Stone-cutter's Arms, Crawler-hide Coat, The Climber's Hands, Glóin's Halberd, Glóin's Gold Ring	Chapter 4: The Key-stone	Chapter 6: In the Steps of Evil
<p>OBJECTIVES: With the key-stone in hand, you can now enter the Dwarf-keep in Gabilazan, the last refuge of the Dourhands and confront both the Nazgûl and Skorgírim. Objective #1: When you have gathered a fellowship, seek out Gimli, and he will accompany you to the Dwarf-keep where the Nazgûl and Skorgírim may be hiding. Gimli is at his father's camp, north of Rivendell. Objective #2: The Nazgûl left the Dwarf-keep, commanding Skorgírim to slay you. Fortunately, you were able to defeat Skorgírim, but a fell spirit emerged from his corpse and cursed the Longbeards before vanishing. You should tell Glóin all that has transpired. Glóin is at his camp north of Rivendell.</p>								
	Book 5: Chapter 6: In the Steps of Evil	45	Glóin	Tier 2	Tier 2	—	Chapter 5: The Last Refuge	Chapter 7: Evil Tidings
<p>OBJECTIVES: Upon hearing that the Nazgûl fled to Helegrod, Glóin told you some of the tale of that ancient fortress. Objective #1: Glóin thinks you may be able to learn what the Nazgûl's plan for Helegrod is by scouting the borders of that abandoned hall. Helegrod is north of Glóin's camp. Objective #2: At the entrance to Helegrod's treasury you encountered wights. You should defeat one and search its remains for some clue as to what brought it here. Helegrod is north of Glóin's camp.</p>								
	Book 5: Chapter 7: Evil Tidings	45	Glóin	Tier 2	Tier 2	—	Chapter 6: In the Steps of Evil	Chapter 8: Fire and Ice
<p>OBJECTIVES: Troubled by the wights you discovered at the entrance to Helegrod's treasury and the sigil you found on one of the wight's bodies, Glóin suggested it was time to speak with Master Elrond. Objective #1: Glóin has asked you to speak with Elrond about what you have discovered outside of Helegrod's treasury. Elrond is in the library of Imladris.</p>								
	Book 5: Chapter 8: Fire and Ice	45	Elrond	Tier 5	Tier 5	Estelham, Manatham, Luth-klath, Gilloch, Arassechor	Chapter 7: Evil Tidings	Foreword: Turning to the North
<p>OBJECTIVES: Elrond told you that after the Dwarf-king Durin defeated Thorog the dragon, the body of the dragon was left to moulder in the empty treasury of Helegrod. He fears that the ice and cold of Orod Lostol will have preserved the body to such an extent that the arts of the Gaunt-lord, Drugoth, may be able to instill it with a fell spirit and raise it as a wight. Objective #1: Elrond has asked you to enter the treasury of Helegrod and put a stop to the Nazgûl's schemes. He warned you to gather allies. Helegrod is north of Rivendell and Glóin's camp. Inside the treasury, examine the obelisk at the bottom of the stairs. Once you have done that, you must find the rooms containing three monuments and speak an incantation in each room. At that point, the door leading to the dragon will open. Inside the room, Drugoth will raise the dragon-wight and you will need to do battle with the Nazgûl. Objective #2: In the treasury, you encountered the Nazgûl and were able to defeat him. You also interrupted the ritual being performed by the Gaunt-lord to restore the dragon Thorog, although part of the process was completed, and the dragon flew off. Elrond should be made aware of what happened. Elrond can be found in the library of Imladris.</p>								

Misty Mountains

Level 39
Deluros of Rivendell
Unwitting Scavengers

Level 40
Bears of the North

Level 41
A Scholar's Lesson
Rampaging Beasts
The Missing Fragments
Warning: Evil Men

Level 42
Scouting the Mountains

Level 43
Arctic Hunters
Book 5: Chapter 1: Into the Misty Mountains (Epic)
Book 5: Chapter 2: Troublesome Goblins (Epic)
Book 5: Chapter 3: The High Fortress (Epic)
Book 5: Chapter 4: The Key-stone (Epic)
Every Last Ingot







Few Who Dare
Giant Country
Old Treasures
The Masters of the Mammoth
The Other Chest
Towering Champions
Warning: Evil Dwarves
Level 44
Hidden by Fur and Snow
Warning: Evil Giants

Level 45
Book 5: Chapter 5: The Last Refuge (Epic)
Book 5: Chapter 6: In the Steps of Evil (Epic)
Book 5: Chapter 7: Evil Tidings (Epic)
Book 5: Chapter 8: Fire and Ice (Epic)
Real Treasure
The Last Ingot
Thunder in the Mountains

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Bird in the Hand	28	Hannar	Tier 3	Tier 3	—	—	Feathered Foes
<p>OBJECTIVES: An unusual number of hendrevail, North-hawks, have begun to flock near Othrikar, and Hannar fears the Dourhands may be using them to spy on the mine. Objective #1: Hannar has asked you to assist the Dwarves of Othrikar by slaying as many hendrevail as you can. There are North-hawks all throughout the hills around Othrikar. Objective #2: Hannar sent you to slay the hendrevail flocking in the hills around Othrikar. You should return to him with the news of your success. Hannar is at Othrikar</p>								
	A Brother's Plea	33	Iivari	Tier 3	Tier 3	—	—	Staunching the Flow
<p>OBJECTIVES: The two factions of the Earth-kin—the free Suuri-lehmä and the Rauta-lehmä, who serve Angmar—are preparing for war. Iivari, the War-master of the Suuri-lehmä, and his brother Oskari have found themselves on opposite sides of the conflict. Objective #1: Iivari has given you a message to take to his brother Oskari. Iivari hopes that his words may be able to sway his brother and others of the Earth-kin to return to the Suuri-lehmä. Oskari is somewhere among the camps of the Rauta-lehmä at Fashat Laug in the eastern North Downs. Objective #2: Oskari refused his brother's plea and gave you a rune to take back to Iivari. Iivari is in the Suuri-lehmä encampment, west of Fashat Laug.</p>								
	A Call to Dwarves	30	Halbarad	Tier 2	—	—	—	Chapter 4: Freeing Dori
<p>OBJECTIVES: To deal with the threat from Angmar, Halbarad has decided that he must call a council of the Free Peoples of the North Downs—the Council of Esteldín. Objective #1: Halbarad told you that the Dwarves of Othrikar are good Longbeards who were put to task by the Dourhands for many years, though they have recently thrown off their yoke. Although they are still pressed by the Dourhands, Halbarad has asked you to bring them word of the Council of Esteldín. Both Dori and Hannar should be found in Othrikar, which lies north of Esteldín.</p>								
	A Call to Elves	29	Halbarad	Tier 2	—	—	—	Chapter 5: Tending the Glade
<p>OBJECTIVES: To deal with the threat from Angmar, Halbarad has decided that he must call a council of the Free Peoples of the North Downs—the Council of Esteldín. Objective #1: Halbarad told you that the Elf-glade was recently attacked by Stone-trolls. He expressed his concern that the Elves of Lin Giliath will be too overwhelmed dealing with the aftermath of this attack to come to the Council. Gildor Inglorion can be found in the Elf-glade of Lin Giliath, south of Esteldín.</p>								
	A Call to Men	29	Halbarad	Tier 2	—	—	—	Chapter 6: The Defence of Trestlebridge
<p>OBJECTIVES: To deal with the threat from Angmar, Halbarad has decided that he must call a council of the Free Peoples of the North Downs—the Council of Esteldín. Objective #1: Halbarad warned you that Nellie may be so consumed with the defence of Trestlebridge that she will not see the importance of coming to the Council of Esteldín. Nellie Boskins can be found in Trestlebridge. Objective #2: Upon hearing your message regarding the Council of Esteldín, Nellie Boskins ardently refused to come, saying that the defence of her town was above all other concerns. You should return to Halbarad with her answer. Halbarad can be found in Esteldín.</p>								
	A Collar for the King	41	Amarion	Tier 5	Tier 5	Krithmog's Slayer, Amarion's Padded Gauntlets, Krithmog's Stompers, Túrcham, Lucky Moonstone	The Iron Collar	—
<p>OBJECTIVES: Legend tells of a powerful Warg once offered the ability to rule all Wargs in return for service to the Iron Crown. A collar fashioned of iron was made and powerful sorceries used to enchant the item. The great beast was slain and the collar removed, but tales of the beast have been passed down through the ages amongst the Men of the North Downs. Objective #1: If Krithmog has been returned to life and taken to Fornost he will be found somewhere where the Wargs are plentiful. Place the collar in a suitable location, then spring your trap upon him. Amarion named the collar as the ancient binding of Krithmog and sent you in search of a place to offer it to the revived Warg-king. Krithmog is somewhere within Fornost in the North Downs. Objective #2: Amarion awaits news of your battle against Krithmog. Amarion is at his camp at Amon Raith, east of Fornost, in the North Downs.</p>								



NORTH DOWNS


Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Leader Unveiled	39	Arohir	Tier 5	Tier 5	Zanhrug's Foe, Zanhrug's Foil, Zanhrug's Fall	Master of the Black Tide	—
<p>OBJECTIVES: Two Uruk-generals passed through the Ram Dúath with the Orc-horde. The first made his way to the south-east and established the camp at Dol Dínen. The second passed to the west and disappeared into the ancient ruins of Fornost. Objective #1: Arohir advised you to place the captured armour of the first general somewhere near the fountain in order to draw out the second. The second of the Uruk-generals was spotted entering Fornost, where he set up camp near the Great Fountain in the courtyard. Arohir warns that the fountain has likely been desecrated and turned into an idol to Sauron. Objective #2: You have proven victorious over the second Uruk-general. You should return to Arohir at once with news of your success. Arohir awaits your return at Esteldín, east of Fornost.</p>								
	A Poor Guard	23	Talbot Hinton	Tier 3	Tier 3	—	—	Talbot Redeemed
<p>OBJECTIVES: Talbot Hinton told you that he was drummed out of the Trestlebridge town guard for falling asleep on duty. He claims though that the Orcs did something to put him to sleep and has asked you to help him prove this. Objective #1: Talbot told you that if you could find some of the vile liquid that it might be enough to clear his name. You may find pots or cauldrons of vile liquid at the Orc camps north of Trestlebridge. Objective #2: At the orc camps north of Trestlebridge, you were able to find cauldrons of a vile liquid. You collected some of the liquid in to the skins Talbot gave you. Talbot Hinton can be found in Trestlebridge.</p>								
	A Promise Fulfilled	34	Gondranc	Tier 2	Tier 2	Drake Wing Vest, Drake Wing Jacket, Drake Wing Mail	Aurochs Mantles, Leathery Wings of the Drakes	—
<p>OBJECTIVES: At the request of the Ranger Gondranc, you went to the camp of the Earth-kin northeast of Esteldín to retrieve a book of leatherworking lore Asikko, the Earth-kin's chieftain, had promised him. With this lore, he has crafted armour for the people of Trestlebridge. Objective #1: Gondranc completed the armour he had promised for the people of Trestlebridge and has only to deliver it. He has asked you to act as his courier and deliver the armour to a Man named Jarred Mason. Jarred Mason is an Armourer in Trestlebridge, far to the west and south of Esteldín, along the Greenway. Objective #2: Jarred Mason has asked you to return to Gondranc with his thanks for the armour. Gondranc resides at Esteldín, far to the north and east of Trestlebridge.</p>								
	A Request to the Earth-kin	34	Gondranc	Tier 2	Tier 2	—	—	Techniques of the Masters
<p>OBJECTIVES: When Gondranc of Esteldín was journeying north from Rivendell, he had promised a Man of Trestlebridge that he would assist them by providing armour for use against the Orcs. Objective #1: In order to fulfill his obligation to Trestlebridge, Gondranc has asked you to obtain a book of leatherworking lore promised to him by Asikko, chieftain of the Earth-kin. Asikko is at the Earth-kin camp, found by skirting the hills northward from the eastern entrance to Esteldín.</p>								
	A Symbol of Hope	30	Faronwen	Tier 3	Tier 3	Faronwen's Shoulder Pads, Tirchathol, Anorchol	Esteldín's Preparation	—
<p>OBJECTIVES: You searched Nan Amlug and Rhunenlad for the supply troves which Faronwen's predecessor hid there and found many, but they are only a small part of the supplies needed to support the preparations of the Rangers at Esteldín. Objective #1: Faronwen has asked you to bring her some hillborn woad and hillborn orchanet, with which she will prepare dyes to colour the banners the Rangers will bear into battle. Hillborn woad and hillborn orchanet grow on the hills of eastern Nan Amlug and Rhunenlad.</p>								
	A Token of Worth	31	Ragnarr Hornsunder	Tier 3	Tier 2	—	—	—
<p>OBJECTIVES: Ragnarr Hornsunder went to live among the Earth-kin, but a recent betrayal has made the Earth-kin distrustful. Objective #1: In order to regain the trust of the Earth-kin, Ragnarr Hornsunder has asked you to collect an aurochs skull from the totem in the hills of eastern Nan Amlug and return it to him at the Earth-kin camp. A group of wargs currently roam this territory. The aurochs skull can be found in the warg territory to the northeast of the Earth-kin camp.</p>								
	A Treacherous Plot	17	—	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: At a camp of half-orcs, not far from the Greenway, you found a sealed letter. The letter offers payment for the murder of the Rangers at Amon Raith. Objective #1: You should warn the Rangers at Amon Raith, which lies along the Greenway, north of Trestlebridge. Bring the letter to Dagoras, the Watch-captain at Esteldín, a Ranger keep set amid Arnorian ruins in some hills a distance to the east.</p>								
	All's Well	23	Mattie Woodruff	Tier 2	—	Woodruff's Hat, Woodruff's Longsword	Salvage a Wheel	—
<p>OBJECTIVES: Searching the Orc camp, you were able to find a wheel for Mattie Woodruff's cart. Although the wheel is a bit small, he thinks it should work well enough to get the cart and a load of lumber back to Trestlebridge. Objective #1: While Mattie and Noll fix the cart and load it with the lumber they've collected, Mattie asked you to go back to Trestlebridge and tell his wife that he's safe. Elsie Woodruff is in Trestlebridge.</p>								

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	An Unexpected Detour	22	—	Tier 3	Tier 2	—	—	—
<p>OBJECTIVES: At an orc campsite, you happened upon a plundered wagon. All its goods had been stolen, except for a small box of finely-wrought silverware. The wagon's owner will surely want to know what has become of his goods. Objective #1: Gatson's farm lies to the northeast of the orc-infested valley. If the wagon came from that direction, the farmers would likely have marked its passage. Gatson saw a Dwarf wagon passing south, several days ago. It is likely that this was the wagon you discovered in the orc camp. If Gatson is correct, then the wagon came from the Dwarf settlement in the hills north of his farm.</p>								
	An Urgent Message	23	Amarion	Tier 3	Tier 2	—	The Scout Becomes the Hunter, Wargs of Annúdir	—
<p>OBJECTIVES: The refugees at Amon Raith are restless about the state of their homes and want something done about the Wargs that have invaded northern Annúdir. Objective #1: Amarion has asked you to retrieve the message that was delivered to the Stonehold Chief in southern Annúdir. The Stonehold Chief is in the goblin camp on the southern hills of Annúdir, east of Amon Raith. Objective #2: Amarion will want to see the message you recovered from the body of the goblin-chief. The Ranger Amarion is at Amon Raith.</p>								
	Assisting Mincham	22	Amarion	Tier 1	—	—	The Scout Becomes the Hunter	—
<p>OBJECTIVES: While most of his time is occupied caring for the refugees from Annúdir, Amarion also worries about his friend Mincham, a Ranger who watches over the Fields of Fornost. Objective #1: Since his duty will not permit him to leave the refugees of Annúdir unprotected, Amarion has asked you to seek Mincham at the Fields of Fornost. Mincham has set up camp on the rocky hill left of where the Greenway descends into the Fields of Fornost.</p>								
	Aurochs Mantles	34	Gondranc	Tier 4	Tier 4	—	Techniques of the Masters	—
<p>OBJECTIVES: At the request of the Ranger Gondranc, you went to the camp of the Earth-kin northeast of Esteldín to retrieve a book of leatherworking lore Asikko, the Earth-kin's chieftain, had promised him. With this lore, he will be able to make much better armour for the people of Trestlebridge. Objective #1: Gondranc learned from Asikko's book that the Earth-kin use the fur mantles which grow upon the shoulders of the aurochs to pad their armour. He has asked you to hunt aurochs and bring him these mantles. Aurochs graze the plains and hills of Rhunenlad and eastern Nan Amlug.</p>								
	Bear-hunter	28	Hornbori	Tier 3	Tier 3	—	—	Grain-buyer
<p>OBJECTIVES: The Dwarves of Othrikar are beset by supply troubles, stemming from the incursion of Orcs and Wargs from the north and the betrayal of the Dourhands. Objective #1: To help allay Othrikar's supply shortage, Hornbori has asked you to hunt bears for their meat. Bears live in the hills south of Othrikar.</p>								
	Beyond the Ram Dúath	42	Arohir	Tier 1	Tier 1	—	—	—
<p>OBJECTIVES: Arohir has asked you to traverse the Ram Dúath into Angmar to seek out a place called Aughaire. Rangers named Golodir and Corunir have made this place their home, but no one has spoken to either in many years. Objective #1: Arohir has asked you to seek out the lost Rangers Golodir and Corunir who long ago were sent to Angmar. The Rangers Golodir and Corunir are in the Hill-man town of Aughaire, a place west of the north exit of the Ram Dúath.</p>								
	Birds of a Feather	29	Hannar	Tier 4	Tier 4	Dolg-klath, Balamath, Brúni's Slayer, Hannar's Crystal Earring	Feathered Foes	—
<p>OBJECTIVES: Orthonn, the Ranger that Hannar sent you to speak with concerning the threat of the hendrevail, suggested that you should seek the hendroval roosting grounds. Objective #1: At the recommendation of the Ranger Orthonn, Hannar has asked you to seek out the hendroval roosting grounds and defeat the Dourhand falconer, Brúni, and his apprentices. He suggested you take allies with you. Falconer Brúni and his apprentices may be found at the hendroval roosting grounds somewhere to the northeast of Othrikar. Objective #2: Hannar sent you to raid the hendroval roosting grounds and defeat Brúni, a Dourhand falconer, and his apprentices. He will be pleased to hear of your success. Hannar is at Othrikar.</p>								
	Blunting the Spear	27	Dagoras	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: A large contingent of Orcs has moved north-west, spearheading the main host as they march through the North Downs. These are Orcs of the Ongbúrz tribe out of Angmar, cunning builders of siege weapons and defences. Objective #1: Dagoras has asked you to slay the Orc-chieftain in hopes that his death will throw the Ongbúrz into disarray. Dagoras warned you to take allies with you on this mission. The Ongbúrz camp is south-west of Esteldín across the Kingsfell. Objective #2: Dagoras sent you to slay the chieftain of the Orc-host's spearhead party. The Ranger-captain will be pleased to hear of your success against the Ongbúrz. Dagoras is at Esteldín.</p>								

NORTH DOWNS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Bolster the Defences	21	Elsie Woodruff	Tier 3	Tier 2	—	—	Felling Trees
OBJECTIVES: Elsie Woodruff was charged with acquiring the supplies needed to maintain Trestlebridge's barricades, but is now having trouble finding the supplies she needs. Objective #1: Elsie told you that the outlying farmers were supposed to be bringing some of the supplies she needs—specifically a barrel of nails, a crate of hammers, and a crate of saws—but their farms were overrun and their goods stolen. She has asked you to go to the Orc camps north along the Greenway and gather the supplies the Orcs scattered. The stolen supplies can be found in the Orc camps to the northeast.								
	Breaking the Front Lines	32	Celephadh	Tier 3	Tier 3	—	Forced into Service	—
OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: Celephadh congratulated you on your efforts against the goblins of Dol Dinen, but told you that their will had not been broken. He has asked you to cut the one last thread holding them together: the goblin-taskmaster who leads them. The goblin-taskmaster patrols the goblin-camps on the outskirts of the Orc-host in Dol Dinen. Objective #2: You found and defeated the goblin-taskmaster among the goblin-camps in Dol Dinen. Celephadh will be eager to hear the results of your raid. Celephadh awaits your return at Esteldín.								
	Brew-master	29	Hornbori	Tier 3	Tier 4	Happ-leggar, Brew-master's Shield	Grain-hunter	—
OBJECTIVES: The Dwarves of Othrikar are beset by supply troubles, stemming from the incursion of Orcs and Wargs from the north and the betrayal of the Dourhands. Objective #1: After you returned from Gatson's farm, Hornbori told you that the Dourhand dwarves had stolen or poisoned all of Othrikar's yeast, which threatens their supply of beer. He has asked you to rectify this outrage by recovering the stolen yeast. The stolen yeast is at the Dourhand camp north of Othrikar.								
	Captain Riamul	41	Emma Slee	Tier 4	Tier 4	Riamul's Purger, Ronolf, Faervaib, Swift-riders	Free the Fallen	—
OBJECTIVES: A legend of the Battle of Fornost mentioned a great captain of the armies of Fornost who led his Men onto the field, only to betray his oath and lead them against King Arvedui instead. Objective #1: Emma Slee has asked you to seek the shade-captain, Riamul, and bring him word of his pardon. She hopes that his freedom will allow his Men to follow. Riamul is somewhere within Fornost. Objective #2: Riamul, loyal to Angmar even in death, refused his pardon, believing that the Witch-king would restore him. You should return to Emma Slee and let her know you had to defeat him to free his Men. Emma Slee is at the Fornost camp.								
	Captains of the Black Tide	33	Arohir	Tier 4	Tier 4	—	Shattering the Alliance	Orcs of the Blood Mountain
OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: Arohir told you of the discovery of three captains of the Ongbúrz tribe who command the lower ranks of the Orc-host: Thorgal, Shum-batar, and Dombri. He believes that their deaths will throw the lower ranks into confusion. He recommends you do not attempt this task alone. The Ongbúrz captains Thorgal, Shum-batar, and Dombri were last seen among the Warg-keepers in the Orc-camp in Dol Dinen, south-east of Esteldín. Objective #2: Arohir provided you the names of three Blogmal captains amongst the Orcs in Dol Dinen where the Warg-keepers patrol. With these captains slain, you should report back to Arohir. Arohir awaits word of your success at Esteldín.								
	Caught in the Wake	31	Elúr	Tier 2	Tier 2	—	Reclamation	—
OBJECTIVES: Esteldín relied on the Earth-kin to aid in safeguarding the pass to Angmar in the north. Their recent corruption has forced the Rangers' hand and they must now strike down their former allies to ensure that the few remaining Earth-kin allies are safeguarded. Objective #1: When you returned with the stolen Earth-kin weapons, Elúr asked you for one final favour. He gave you a letter and sent you to find Asikko, the chieftain of the Earth-kin still loyal to the defence of Ram Dúath. Asikko, chieftain of the Suuri-lehmä, can be found at the Earth-kin camp located along the hills north of the eastern entrance to Esteldín. Objective #2: Elúr will be pleased to learn that Asikko, the Earth-kin chieftain, pledged that he and his people intend to honour their oaths and will fight against the Rauta-lehmä. Elúr resides at Esteldín.								
	Coat of Shadow	31	Mauno	Tier 3	Tier 3	Warg Hide Helm, Stalking Cloak	Purging the Plains	—
OBJECTIVES: The Earth-kin once believed the hides of the Wargs to be utterly useless, but have recently discovered a way to cure them. Objective #1: In order to make armour for the Suuri-lehmä, Mauno has asked you to gather hides from Dire Wargs and some harrow weed. Both Dire Wargs and harrow weed can be found in the eastern plains of Nan Amlug. Objective #2: You have gathered enough Warg hides and the harrow weed that Mauno needs to cure them. You should take them to Mauno as soon as possible. Mauno is at the camp of the Suuri-lehmä.								
	Common Blood	31	Hornbori	Tier 2	Tier 2	—	A Token of Worth	A Token of Worth
OBJECTIVES: Hornbori's cousin, Ragnarr Hornsunder, has journeyed to the camp of the Earth-kin in Nan Amlug. Hornbori is concerned because he has received no word from his cousin. Objective #1: Hornbori has asked you to find his cousin in the Earth-kin camp and make sure he is still safe. Ragnarr Hornsunder is at the Earth-kin camp along the western mountains in eastern Nan Amlug, east of Othrikar.								

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Corruption From Fornost	26	Agnes Martlet	Tier 3	Tier 2	—	More Business With Bears, The Scout Becomes the Hunter	—
<p>OBJECTIVES: Agnes Martlet listened to the tale of your time in the Fields of Fornost and feels some pity for the creatures corrupted by its dark past. Objective #1: Agnes Martlet has asked you to defeat some of the bears most corrupted by the taint of Fornost, in order to grant them freedom from its evil. Barghests can be found all through the Fields of Fornost. Objective #2: Agnes will be glad that you have given freedom to some of the bears corrupted by the evil out of Fornost. Agnes Martlet is in Amon Raith, south-east of the Fields of Fornost.</p>								
	Deciphering the Black Speech	32	Daervunn	Tier 3	Tier 3	Daervunn's Shoulder Guards, Daervunn's Hooded Cloak	Orders from the Front	—
<p>OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: Daervunn returned the orders to you and sent you to speak with Mincham, who is proficient in the Black Speech of Mordor, at his camp bordering the Fields of Fornost in the west. He hopes that Mincham will be able to translate the orders. Mincham has a small camp overlooking the Greenway just south of the Fields of Fornost. Objective #2: Mincham returned the orders to you and sent you back to Daervunn with his report. Daervunn awaits your return at Esteldín.</p>								
	Defending the Bridge	24	Aggy Digweed	Tier 3	Tier 2	—	Trotter's Task	The Black-fire
<p>OBJECTIVES: Aggy Digweed spotted figures carrying a crate out of Nan Wathren. To signal the guard at Trestlebridge, she fired a fire arrow towards them and struck the crate, which exploded in a ball of flame. Objective #1: Aggy Digweed, afraid that this new weapon may be the doom of Trestlebridge, asked you to look for the shattered remains of the crate. The crate was destroyed at the western edge of Nan Wathren.</p>								
	Defending the Herd	26	Gatson	Tier 4	Tier 4	—	The Orc Threat	Spoiler Raid
<p>OBJECTIVES: Your attacks on the Orcs in Gatson's fields has stirred their peers' wrath. Gatson expects a raid at any moment. Objective #1: Gatson has asked you to help his farmhand, Alwin, defend his herd from the marauding Orcs. Make sure neither Alwin nor any of the herd come to harm. Gatson's Man Alwin is with the herd, south of the farm. Objective #2: You and Alwin managed to stave off the Orcs' raid on Gatson's herd. You should return to the farm and tell Gatson. Gatson is at his farm, north of the fields where his herd grazes.</p>								
	Destroying the Hatchery	33	Arastil	Tier 3	Tier 3	—	Valley of the Worms	Mother of the Valley
<p>OBJECTIVES: Not only are there worms within the western valley of Ram Dúath, but drakes as well. The winged drakes, more intelligent than their lesser kin, present a greater threat to Esteldín and the North Downs. Objective #1: Arastil has asked you to destroy the nests of the drakes who dwell within the western valley of Ram Dúath before they can multiply. Drake-nests may be found in the western valley of Ram Dúath, north of Esteldín. Destroy eggs found within the nests to stop the drakes' spread. Objective #2: You found several drake-nests in the western Ram Dúath and destroyed them, but worms were plentiful in the area, and the nests were well-defended. Arastil will wish to hear of your victory. Arastil awaits your return in Esteldín.</p>								
	Dire News	25	Mincham	Tier 2	—	Halbarad's Shield, Medliechor	The Oathbreakers	—
<p>OBJECTIVES: Mincham is greatly disturbed by your report of the Oathbreaker's invocation of the name Amarthiel, though he has not confided the reasons for his concern. Objective #1: Mincham has asked you to go to Esteldín to speak to the Ranger Halbarad, the leader of his people in the absence of their chieftain, Aragorn. Esteldín is reached by travelling along the road east from the Greenway, passing Amon Raith and crossing the river at the ruins of Ost Lagoros. The ruins where Esteldín lies are due east of Gatson's farm.</p>								
	Disarming the Valley	32	Baranwen	Tier 4	Tier 3	—	Scattered Belongings, The Stolen Ornament	—
<p>OBJECTIVES: Lagorlam learned of the presence of North-Men during his excursion into Taur Gonwaith. Upon hearing Lagorlam's tale, Baranwen has grown alarmed at this bold move by the Men of Angmar. Objective #1: Baranwen has asked you to collect weapons-crates from the Angmarim and to return them to her so she can destroy the foul weapons. The mysterious Angmarim are at the troll-cave in the southern part of Taur Gonwaith, south of Lin Giliath. Objective #2: Baranwen is awaiting your return with the Orc-weapons, which she will destroy. Baranwen is at Lin Giliath, north-west of Taur Gonwaith.</p>								
	Dourhand Plans	29	Hannar	Tier 3	Tier 3	—	Stop the Scouts	Pulling Beards
<p>OBJECTIVES: Reports have come to Othrikar that the Dourhands are planning to move against the mines and oust the Longbeards. Objective #1: When you returned from your foray against the Dourhand scouts, Hannar warned you of the Dourhands' plans to attack Othrikar. He has asked you to find those plans and bring them to him. The Dourhand plans are in a chest somewhere deep in the camp west of Othrikar, hidden in some old Arnorian ruins.</p>								

NORTH DOWNS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Eliminating the Beasts	32	Lovenol	Tier 4	Tier 4	—	—	Seeking the Source
<p>OBJECTIVES: Foul, corrupted beasts of all kinds wander the ruined and crumbling streets of Fornost, twisted and unnatural mockeries of the wildlife of the North Downs. These creatures pose a threat to all that lives in the surrounding lands. Objective #1: Dismayed by the corruption brought about by the Angmarim, Lovenol has asked you to destroy the twisted bears, boars, and aurochs in Fornost before they can be released into the wild. Corrupted bears, boars, and aurochs roam the ruined streets of Fornost. Objective #2: Lovenol will be relieved to learn that you have succeeded at the task she set you. Lovenol is at the camp of the Free Peoples at the southernmost reaches of the city of Fornost.</p>								
	Ending the Elder	35	Börk	Tier 4	Tier 4	Skot-leggar, Gajarpan's Doom, Rehearh, Anglang	Rock-worms	—
<p>OBJECTIVES: The worms infesting the ruins of Fornost are led by an elder named Gajarpan by the Orcs. Gajarpan must be destroyed if the worms are to be driven from Fornost. Objective #1: Börk has asked you to slay Gajarpan, the worm-elder whom the worms of Fornost follow, in hopes that the worms might be driven out once and for all. Gajarpan can be found somewhere within the ruins of Fornost. Objective #2: Börk awaits word of your victory against the worm Gajarpan. Börk is at the camp of the Free Peoples in the southern reaches of Fornost.</p>								
	Esteldín's Preparation	30	Faronwen	Tier 3	Tier 3	—	—	A Symbol of Hope
<p>OBJECTIVES: The unexpected invasion of the Orcs from the North have caught the Rangers of Esteldín unprepared, with many of their kindred abroad in other lands. This new threat has forced them to recall as many of their kind as they can and to arm themselves for war. Objective #1: In preparation for war, Faronwen is tasked with recovering the stores of weapons and supplies her predecessor hid. She has asked you to search Nan Amlug and Rhunenlad for these hidden stores. She only knows that these troves are hidden by rocks and trees. The Rangers' supply troves are hidden throughout eastern Nan Amlug and Rhunenlad.</p>								
	Fall of the Earth-kin	31	Daervunn	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: For many ages, the Earth-kin protected the pass through Ram Dúath from Angmar, but since the betrayal of the Suuri-lehmä tribe by First Hunter Jarkko and his followers, the Earth-kin have themselves become trapped in the North Downs. Objective #1: Daervunn, Ranger of Esteldín, has charged you with showing the traitorous Rauta-lehmä that they have chosen the wrong side in the coming war by raiding their encampment. The Earth-kin of the Rauta-lehmä faction are encamped east of Esteldín in Nan Amlug. Objective #2: You defeated the Earth-kin of the Rauta-lehmä at their camp in the eastern section of Nan Amlug. Daervunn will want news of your victory. Daervunn awaits your return at Esteldín.</p>								
	Fallen to the Wargs	23	Nathan Hodges	Tier 3	Tier 2	—	Family Heirloom	—
<p>OBJECTIVES: Nathan Hodges is worried that a Hobbit who was visiting him might have been attacked by the Wargs during the retreat to Amon Raith. Objective #1: Nathan Hodges is worried that a friend of his, Ailward Took, a visitor from the Shire, did not make it safely to Amon Raith. Hodges has asked you to retrieve the bones scattered around the Warg-occupied burial mounds, but hopes you will not find any of Hobbit-size. A large pack of Wargs have moved into northern Annúdir, and the bones of their kills litter the burial mounds in the north. Objective #2: Nathan Hodges is waiting for you to return with the bones you scavenged from the Wargs. Nathan Hodges is at Amon Raith, west of southern Annúdir.</p>								
	Family Heirloom	23	William Peake	Tier 3	Tier 2	—	The Scout Becomes the Hunter	Wargs of Annúdir
<p>OBJECTIVES: William Peake lost a chest containing an heirloom of his family when he and his wife fled from the Wargs invading Annúdir. Objective #1: William Peake has asked you to find his heirloom chest and the farmhand who stole it. William Peake's chest was stolen by a farmhand who fled north towards the ruins upon Amon Amrún. Objective #2: In the middle of the ruin of Amon Amrún, you discovered the grisly scene of the farmhand dead near William Peake's chest. You should return at once to Amon Raith with the chest. William Peake awaits the return of the heirloom chest at Amon Raith, south of Amon Amrún.</p>								
	Feathered Foes	28	Hannar	Tier 2	Tier 2	—	A Bird in the Hand	Birds of a Feather
<p>OBJECTIVES: Despite your efforts, the threat of the hendrevail remains as a blight in the hills around Othrikar. Objective #1: Hannar explained that his people did not know enough about hendrevail to know how to deal with them, since hunting them did not appear to work. He asked you to go speak with a hunter named Orthonn who might have some insights above the birds. Orthonn is collecting herbs in the Kingsfell, likely at his camp in the ruins of Ost Lagoros north-west of Gatson's farm, some distance south and west of Othrikar. Objective #2: You managed to find the Ranger who Hannar sent you to seek, and he suggested you look for the hendroval roosting ground. You should return to Hannar with this information. Hannar is at Othrikar.</p>								
	Fell the Trolls	37	Silith	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: Silith is part of Gildor Inglorion's company and sent to keep an eye on Fornost and the defenders of the Council of Esteldín. He is a good friend to Thaliollang and has brought North his hatred for trolls. Objective #1: Silith has asked you to help protect the North Downs from the scourge of Angmar by slaying Angmar's trolls. Trolls can be found in Fornost, north of the Fornost camp. Objective #2: Silith will be pleased to learn of your victory against the trolls of Angmar. Silith is at the Fornost camp, south of Fornost itself.</p>								

Quests: North Downs




NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Felling Trees	22	Elsie Woodruff	Tier 2	—	—	Bolster the Defences	Salvage a Wheel
<p>OBJECTIVES: Elsie Woodruff told you that her husband, Mattie, and her brother, Noll, left Trestlebridge in search of trees to fell for the barricades. Objective #1: Elsie told you that she hasn't heard from either her husband Mattie or Noll Tobbit, her brother, since they left and asked you to look for them. Mattie Woodruff and Noll Tobbit should be found somewhere along the Greenway north out of Trestlebridge.</p>								
	Fighting Back	22	Camilla Peake	Tier 3	Tier 2	—	Family Heirloom	—
<p>OBJECTIVES: Camilla Peake and her husband were driven off their land in Annúndir by the invading Wargs. Objective #1: Camilla Peake has asked you to drive out the Wargs in Annúndir so that she and her husband can return to their farm. Wargs have seized Haudh Eglan, northeast of Amon Raith. Objective #2: Camilla Peake is waiting for you to return with news that you have defeated the Wargs encroaching on her land. Camilla Peake is at Amon Raith, west of Annúndir.</p>								
	Food and Shelter	30	Mallenor	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: The terrible slaughter of the Orc invasion has driven away the farmers from the western Nan Amlug, and with them any trade the Rangers had maintained. Short on supplies and provender, the Rangers of Esteldín must rely on their own resourcefulness to restock their supplies. Objective #1: Mallenor has been tasked with providing shelter and food for the Rangers of Esteldín and has asked you to help them by hunting aurochs for hide and meat. Aurochs can be found in Rhunenlad and Nan Amlug, east of Esteldín.</p>								
	Forced into Service	32	Celephadh	Tier 3	Tier 3	—	The Black Tide of Angmar	Breaking the Front Lines
<p>OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: According to Celephadh, the goblins of the North Downs have been forced into servitude by the Orcs of Angmar and act as the advance forces of the Orc-host. The Ranger has asked you to dispose of the goblins, bringing him their slave collars as evidence that you have completed your task. Goblins can be found on the outskirts of the Orc-encampment at Dol Dinen, south-east of Esteldín.</p>								
	Free the Fallen	40	Emma Slee	Tier 4	Tier 4	Túrhigil, Manathan	—	Captain Riamul
<p>OBJECTIVES: At the Battle of Fornost, centuries earlier, some of King Arvedui's Men turned against him, and Fornost fell to the Witch-king. Before he fled, Arvedui cursed these Men never to rest until they fulfilled their oaths of fealty. Objective #1: Emma Slee wishes to free some of the shades of Fornost from the ancient curse binding them to Middle-earth. She hopes that as descendants of the Dúnedain of Arthedain the forgiveness of the Men of the North Downs might be enough to free the repentant shades. The shades Emma Slee sent you to free remain near their old skeletons. Objective #2: Emma Slee will be pleased to hear that the shades have been freed from their curse. Emma Slee is at the Fornost camp.</p>								
	Grain-buyer	28	Hornbori	Tier 2	—	—	Bear-hunter	Grain-hunter
<p>OBJECTIVES: The Dwarves of Othrikar are beset by supply troubles, stemming from the incursion of Orcs and Wargs from the north and the betrayal of the Dourhands. Objective #1: Almost all of the farmers of the North Downs have abandoned their lands in the face of the Orc incursion. Hornbori learned that one, a Man named Gatson, is refusing to leave, however. Hornbori has asked you to speak to Farmer Gatson about purchasing grain. Gatson's Farm is south of Othrikar in the plains below the hills.</p>								
	Grain-hunter	28	Gatson	Tier 3	Tier 4	—	Grain-buyer	Brew-master
<p>OBJECTIVES: The Dwarves of Othrikar are beset by supply troubles, stemming from the incursion of Orcs and Wargs from the north and the betrayal of the Dourhands. Objective #1: Hornbori sent you to speak with Farmer Gatson about purchasing some grain, but when you arrived, Gatson told you that Orcs had stolen all the grain he had. Gatson offered to sell the grain at half his normal price if you could recover his stolen grain sacks. The stolen grain may be found at the Orc camp, south-west of Gatson's farm. Objective #2: You successfully recovered the grain from the Orcs and brought it back to Gatson's farm. In turn, Gatson has asked you to deliver it to Hornbori. Hornbori awaits your return at Othrikar.</p>								
	Guardians of the Glade	26	Medlichen	Tier 3	Tier 2	—	Scattered Belongings	—
<p>OBJECTIVES: Medlichen is concerned that the Stone-trolls will return when they learn that Elves have come back to Lin Giliath and believes that they should bolster their defences. Objective #1: Medlichen has given you several runes to place on the stone pedestals throughout Meluinen, which he hopes will bring the glade's guardians to its defence. The first pedestal is east of Lin Giliath, and two others are to the south of it in a great curve through the marsh. Objective #2: Medlichen is waiting to hear of your successful placement of the canel upon the stone pedestals throughout Meluinen. Medlichen is in Lin Giliath.</p>								



NORTH DOWNS







Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Half-orc Schemer	28	Aggy Digweed	Tier 4	Tier 4	Digweed's Hat, Cempa, Bregdrum, Digweed's Hammer	The Black-fire	—
<p>OBJECTIVES: Aggy Digweed believes that to truly end the threat of the Black-fire, this Lugbas the half-orcs spoke of must be slain. Objective #1: Aggy Digweed told you of a nook in the south-east corner of the Nan Wathren, atop the highest slopes, where she used to hide as a girl. She believes this is where you will most likely find Lugbas. She beseeches you to slay him before he can make more Black-fire. Lugbas is probably hiding in the far south-east corner of the Nan Wathren. Objective #2: You should return to Aggy Digweed with news of your victory against Lugbas. Aggy Digweed is in Trestlebridge.</p>								
	Herbs and Simples	29	Dagoras	Tier 3	Tier 3	Greater Essence of Athelas, Greater Celebrant Salve	—	—
<p>OBJECTIVES: Orthonn, a younger Ranger from Esteldín, was sent to gather herbs and simples for the coming battles with the invading Orcs. Objective #1: Dagoras is certain that Orthonn will need help if he is to gather enough herbs to accommodate the Rangers in their bloody conflict with the Orcs of Angmar. Orthonn is in the Kingsfell, probably near Gatson's farm. Objective #2: As Dagoras suggested, Orthonn has use for you. The young Ranger asked you to gather periwinkle, meadowsweet, and butterbur for him and suggested locations where the herbs might be found. Periwinkle can be found among rock outcroppings atop the hills of Nan Amlug, near Othrikar. Meadowsweet can be found in south facing tree roots in the spider-camp south of Esteldín. Butterbur can be found growing along the water's edge in the fens near the Elf-refuge of Lin Giliath in Meluinen. Orthonn is encamped in the Kingsfell in some ruins near Gatson's farm.</p>								
	Heritage of Gilmar	25	Stone Marker	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: You discovered a stone marker in the midst of a barren, but fertile land. The marker declared the surrounding land to be the property of Bardulf Gilmar and his heirs. If any such heirs yet live, it is unlikely that they know of their legacy. Objective #1: An heir to Bardulf Gilmar may yet be found somewhere in the North Downs. Objective #2: You found a stone marker bequeathing land to the forebear of Gatson's workhand, Gilmar. Gilmar has asked you to ask the Ranger Orthonn about his forebear. Orthonn is at the ruins of Ost Lagoras, west of Gatson's Farm. Objective #3: You found a stone marker bequeathing land to the forebear of Gatson's workhand, Gilmar. Gilmar sent you to speak to the Ranger Orthonn, but Orthonn was unable to help. He did, however, suggest you seek Istuienn, the archivist at Esteldín. Istuienn is at Esteldín, east of Gatson's farm. Objective #4: Istuienn, who keeps the Rangers' archives, provided you an excerpt of some old chronicles explaining how Gilmar's ancestor saved the life of Eärnur, an ancient Prince of Gondor, and was granted land in perpetuity for his valour. Gilmar is at Gatson's farm.</p>								
	Heritage Restored	31	Ragnarr Horn-sounder	Tier 3	Tier 2	Threk-klath, Lothrinn, Hornsunder's Hammer, Hornsunder's Head, Ellos	A Token of Worth	—
<p>OBJECTIVES: When First Hunter Jarkko betrayed the Suuri-lehmä, he left with the totem of the tribe's hunter; the skull of the Great Aurochs—the namesake of the Suuri-lehmä. You brought a totem skull to Ragnarr, but it appears that it is not sufficient. Objective #1: In order to prove his benign intent to the Earth-kin, Ragnarr Hornsunder has asked you to retrieve the stolen skull of The Great Aurochs from the Rauta-lehmä. He suggested taking allies. The skull of The Great Aurochs is being held in the lands of the Rauta-lehmä, eastward across Nan Amlug. Objective #2: You should return the skull of the Great Aurochs to Ragnarr Hornsunder. Ragnarr Hornsunder is at the camp of the Suuri-lehmä, west of the Rauta-lehmä camp.</p>								
	Hill-men of the North	35	Arohir	Tier 3	Tier 3	—	Scouting the Ram Dúath	War and Famine
<p>OBJECTIVES: Hill-men from Angmar followed the Orc army through Ram Dúath into the North Downs and established an encampment near the head of the pass. These Hill-men serve to keep open the passage from Angmar. Objective #1: Arohir has asked you to infiltrate the Hill-man encampment and collect some of the brooches the Hill-men wear as badges of rank, so that he might determine the composition of their forces. The Hill-men are encamped near the mouth of the eastern entrance to Ram Dúath, northeast of Esteldín.</p>								
	Hunting Wargs	30	Quartermaster Orgrin	Tier 3	Tier 2	—	Winter Gloves	Meat for the Hungry
<p>OBJECTIVES: Provisioner Orgrin has asked for your help in making the hills safer for his hunters. Objective #1: After receiving a report that one of his hunters has been savaged by Wargs, Orgrin asks you to clear the Wargs from the hills. Warg packs prowl the hills of eastern Nan Amlug depleting the Aurochs herds that serve to feed the dwarves of Othrikar. Objective #2: Return to Orgrin with the tidings that the aurochs herds of Nan Amlug have a few less Wargs to fear. Orgrin is the provisioner for the dwarves of Othrikar.</p>								
	Inform Esteldín	26	Aglardir	Tier 1	—	—	Provisions for the Glade	—
<p>OBJECTIVES: You have helped Aglardir resupply Lin Giliath, but his worries are not yet eased. The original mission of Gildor Inglorion's company remains unfulfilled. Objective #1: Aglardir has sent you to Dagoras, the watch-captain of Esteldín, to tell him of the passing of the Nazgûl. Esteldín is northeast of Lin Giliath, hidden within the eastern mountains between the Kingsfell and Nan Amlug.</p>								

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Insect Menace	27	Silefalas	Tier 3	Tier 2	—	Scattered Belongings	—
<p>OBJECTIVES: Silefalas believes the sickle-flies in the marshes of Meluinen have been disturbed by the recent aggression of the Stone-trolls. Objective #1: Silefalas has asked you to end the threat of the sickle-flies of Meluinen, which have been stirred to anger by the Stone-trolls. Sickle-flies can be found throughout the marshes of Meluinen, south of Lin Giliath. Objective #2: Silefalas is waiting for news of your victory against the sickle-flies of Meluinen. Silefalas is at Lin Giliath.</p>								
	Into the Ram Dúath	40	Arohir	Tier 1	—	—	—	—
<p>OBJECTIVES: Arohir has heard that the good Earth-kin of the Ram Dúath are hard-pressed by foes out of Angmar, and he has sent you to investigate. Objective #1: Arohir has sent you to the Earth-kin of the Ram Dúath to offer aid against the forces of Angmar that are harrying them. The Earth-kin chief is in his village on the west side of the Ram Dúath.</p>								
	Kemp's Revenge	22	Kemp the Wheelwright	Tier 3	Tier 3	—	The Founder's Book	Kemp's Stash
<p>OBJECTIVES: Kemp, the old wheelwright, seeks revenge against the Orcs that attacked Trestlebridge. Objective #1: Kemp the Wheelwright asked you to exact his revenge upon the Orcs of the Tarkríp tribe. The Tarkríp, the tribe of Orcs that attacked Trestlebridge, can be found throughout the North Downs. Their main encampment is likely to be near the town. Objective #2: You should bring Kemp the Wheelwright word of your success. Kemp the Wheelwright can be found in Trestlebridge.</p>								
	Kemp's Stash	22	Kemp the Wheelwright	Tier 3	Tier 3	The Wheelwright's Shoulders, The Wheelwright's Earring	Kemp's Revenge	—
<p>OBJECTIVES: Kemp told you the tale of how he survived the Orc-attack and how Nellie Boskins resolved to save Trestlebridge. Objective #1: Kemp the Wheelwright asked you to collect his hidden stash of money, so that he can help to maintain Trestlebridge for Nellie Boskins. Kemp the Wheelwright said his stash lay buried in the ruins of Minas Vrún north and east of Trestlebridge. The hiding spot is in an archway marked with an "X." Objective #2: You should return to Kemp the Wheelwright with his stash. Kemp the Wheelwright can be found in Trestlebridge.</p>								
	Leathery Wings of the Drakes	34	Gondranc	Tier 4	Tier 4	Gondranc's Mantle, Drake-hunter's Gauntlets, Drake-hunter's Shoulders, Rodonham, Faelchrist	Techniques of the Masters	—
<p>OBJECTIVES: At the request of the Ranger Gondranc, you went to the camp of the Earth-kin northeast of Esteldín to retrieve a book of leatherworking lore Asikko, the Earth-kin's chieftain, had promised him. With this lore, he will be able to make much better armour for the people of Trestlebridge. Objective #1: To finish the armour he is crafting for the people of Trestlebridge, Gondranc is in need of the leathery hide from the wings of drakes. He has asked you to gather allies and hunt drakes in Ram Dúath. Drakes can be found in the western valley of Ram Dúath, north of Esteldín.</p>								
	Londrandir's Message	26	Londrandir	Tier 1	—	—	The Scout Becomes the Hunter, Scattered Belongings	Scattered Belongings
<p>OBJECTIVES: Londrandir, an Elf from the refuge of Lin Giliath, has come to Amon Raith, seeking the aid of the Rangers in a small matter. Objective #1: Since it is clear that the Rangers have their own burdens to bear, Londrandir has asked you to journey east to speak with Lachenn, the Master of Lin Giliath. Lachenn is at Lin Giliath in Meluinen, east of Amon Raith and south of the road through the Kingsfell.</p>								
	Long-horns	25	Gilmar	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Farmer Gatson's farmhand, Gilmar, says that new blood is needed for the cattle herd. An aurochs-bull would do nicely, but the wild bulls are far too aggressive to drive to his pasture. Gilmar has asked you to obtain a yearling instead. Objective #1: Gilmar, Gatson's farmhand, has asked you to pick out an aurochs-yearling from the local herd, and drive it over to his pasture. Aurochs yearlings can be found amidst the small herd to the south-east of Gatson's farm. Objective #2: You've brought the aurochs-yearling to Gatson's pasture, now you should return to Gilmar to tell him of your success. Gilmar is back on Gatson's farm.</p>								
	Low Food Stores	21	Amarion	Tier 3	Tier 2	—	—	Spying on the Goblins
<p>OBJECTIVES: The Ranger Amarion was encamped at Amon Raith, watching over the surrounding lands. He was not prepared to care for the farmers fleeing Angmar's invasion of Annúndir. Objective #1: Amarion has asked you to hunt the boars of Annúndir so that he can feed the farmers that have taken refuge at Amon Raith. The boars of the Greenway may also have the needed meat, but they are not as hearty a stock as their cousins to the east. Boars roam the southern hills of Annúndir, east of Amon Raith. Objective #2: Amarion is waiting for you to return with the boar-meat with which he hopes to feed the farmers under his care. The Ranger Amarion is at Amon Raith, west of Annúndir and east of the Greenway.</p>								

NORTH DOWNS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Master of the Black Tide	35	Arohir	Tier 5	Tier 5	Postolf, Balandram, Kaukil's Doom	Orcs of the Blood Mountain	A Leader Unveiled
<p>OBJECTIVES: The Rangers of Esteldín believe that the Orc-horde that swept down from Ram Dúath is led by two Uruks, one of which has been sighted amidst the army gathered in Dol Dínen. Objective #1: Arohir has tasked you with slaying the Uruk-general discovered in Dol Dínen. He has asked you to bring back the Uruk's armour as proof of the deed. He also warned you to take allies. The Uruk-general can be found atop a hill at the heart of the Orc-encampment in Dol Dínen, south-east of Esteldín.</p>								
	Masters of the Black Siege	34	Hithlim	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: Hithlim told you of the night that the trolls pulled the great siege-engines of Angmar past his watch-post. Since then, they had been his greatest concern, and he has asked you to gather allies and slay as many as you can. Trolls can be found beyond the trenches of Dol Dínen, south-east of Esteldín, under the cover of the smoke. Objective #2: You have defeated a large number of trolls. Now you should bring your report to Hithlim. Hithlim awaits your return at Esteldín.</p>								
	Meat for the Hungry	30	Quartermaster Orgrin	Tier 4	Tier 4	Ferth-fótar, Túrdam, Orgrin's Band	Hunting Wargs	—
<p>OBJECTIVES: Provisioner Orgrin has asked you to help replenish Othrikar's food stores. Objective #1: Provisioner Orgrin is short handed with the recent loss of one of his hunters, he has asked your aid in hunting aurochs. The aurochs herds roam the foothills and plains of eastern Nan Amlug.</p>								
	Might of the Elves	29	Gildor Inglorion	Tier 2	—	—	Chapter 5: Tending the Glade	Chapter 7: The Council Assembled
<p>OBJECTIVES: After defeating the Uruk Drukordh, Gildor told you that the Elves of Lin Giliath shall come to the Council of Esteldín. Objective #1: Gildor told you to bring word to Halbarad that the Elves have agreed to come to the Council of Esteldín. Halbarad can be found in Esteldín.</p>								
	Mincham's Dream	28	Mincham	Tier 3	Tier 3	Vorth-leggar, Olnathron's Destruction, Olnathron's End	The Bracelet's Past	—
<p>OBJECTIVES: Mincham has described troubled dreams he has had of late. He believes a fell spirit, an evil creature from the darkness, is impersonating his dead wife. Objective #1: Fearing for the strength of his will, Mincham has asked you to find and confront the fell spirit who has taken his wife's semblance. Olnathron can be found to the west of the graves of his wife and child. Objective #2: Mincham will be relieved to learn that the fell spirit Olnathron has been sent back to the abyss. Mincham awaits you at his camp.</p>								
	More Business With Bears	22	Agnes Martlet	Tier 3	Tier 2	—	Thinking Ahead	Corruption From Fornost
<p>OBJECTIVES: Agnes Martlet learned from Amarion that there is something wrong with the bears on the Fields of Fornost, and she is worried that some of them may find their way to her farm. Objective #1: Agnes Martlet has asked you to deal with the corrupted bears on the Fields of Fornost before they make their way to her farm. There are bears on the Fields of Fornost, north-west of Amon Raith. Objective #2: Agnes will be pleased to hear that you have defeated many of the corrupted bears on the Fields of Fornost. Agnes Martlet is at Amon Raith, south-east of the Fields of Fornost.</p>								
	Mother of the Valley	33	Arastil	Tier 4	Tier 4	Arastil's Hat, Arastil's Headgear, Arastil's Helmet, Matron's Bane, The Matron Hunter, Matron's End	Destroying the Hatchery	—
<p>OBJECTIVES: A drake-matron, the mother of the brood you destroyed, resides within the western valley of Ram Dúath. The pass will not be safe until she is slain. Objective #1: Arastil has set you one more task: slay the drake-matron of Ram Dúath. As long as she lives, she will only spawn a new brood. Arastil warns you to take allies, for the drake-matron is likely to be enraged by the loss of her brood. The drake-matron resides within the western pass of Ram Dúath, north-west of Esteldín. Objective #2: Arastil will be pleased to know that you have slain the matron. Return to him at Esteldín with news of your victory. Arastil awaits you at Esteldín.</p>								
	Oakheart's Flight	36	Sara Oakheart	Tier 5	Tier 5	Oakheart's Thanks, Oakheart's Defender	—	—
<p>OBJECTIVES: Sara Oakheart was found prisoner in the depths of Fornost. She needs your help getting free and back to the safety of her home. Objective #1: Sara Oakheart was apparently taken captive by the Blogmal Orcs while she was gathering wild herbs. She needs you to escort her out of Fornost. Now that you have successfully escorted Sara Oakheart to safety, speak with her again.</p>								

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Orc Excursions	26	Brethilwen	Tier 3	Tier 2	—	Scattered Belongings	—
<p>OBJECTIVES: Meluinen is threatened by the presence of a large encampment of Tarkrip Orcs in the valley to the south-west. Objective #1: Brethilwen has asked you to slay any Orcs you find in Meluinen, thus reducing the Tarkrip threat. Orc-scouts have crept into Meluinen from the valley to the south-west of Lin Giliath. Objective #2: Brethilwen will be heartened to hear of your victory over the Orcs that had entered Meluinen. Brethilwen is in Lin Giliath.</p>								
	Orc-bounty	25	Celephadh	Tier 3	Tier 2	—	Spider-bounty	Warg-bounty
<p>OBJECTIVES: Celephadh has asked for your help in securing the safety of the lands around Esteldin. Objective #1: Celephadh asks that you foray against the Orcs, hoping to drive them away. The Orcs threatening the central North Downs can be found around the farm fields and rolling hills of Kingsfell. Objective #2: Fulfilling your duty to Celephadh, you should return to him and give him news of your victory. Celephadh can be found in the hidden Ranger stronghold of Esteldin.</p>								
	Orcs of the Blood Mountain	33	Arohir	Tier 4	Tier 4	Bridge-defenders, Arohir's Axe, Arohir's Crossbow, Arohir's Necklace	Captains of the Black Tide	—
<p>OBJECTIVES: A great host of Orcs spilled through Ram Duath, driving the Men of the North Downs from their farms. Esteldin, home of the few remaining Dunedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: In order to keep the Orc-host in confusion, Arohir has asked you to enter the trenches of Dol Dinen and slay the Ongbuz tribe's strongest warriors. He suggests you take allies with you. The strongest warriors of the Ongbuz tribe can be found patrolling the deep trenches of Dol Dinen, south-east of Esteldin. Objective #2: Arohir will want to hear news of your victory against the warriors of the Blogmal tribe. Arohir awaits word from you at Esteldin.</p>								
	Orders from the Front	32	Daervunn	Tier 3	Tier 3	—	The Black Tide of Angmar	Deciphering the Black Speech
<p>OBJECTIVES: A great host of Orcs spilled through Ram Duath, driving the Men of the North Downs from their farms. Esteldin, home of the few remaining Dunedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: Concerned by the coordinated efforts of three Orc-tribes in the invasion of the North Downs, Daervunn has asked you to seek out their orders. The orders may be found at one of the outer camps in Dol Dinen, south-east of Esteldin. Objective #2: Return the Orc-orders to Daervunn in Esteldin. Daervunn may be found in Esteldin, northwest of the camps at Dol Dinen.</p>								
	Plague-bearer of the North	35	Arohir	Tier 4	Tier 4	Avorlos, Arohir's Gold Bracelet, Arohir's Cap, Hanham, Anwarchris, Red Feather	War and Famine	—
<p>OBJECTIVES: Hill-men from Angmar followed the Orc army through Ram Duath into the North Downs and established an encampment near the head of the pass. These Hill-men serve to keep open the passage from Angmar. Objective #1: Arohir enlisted your aid in finding and defeating the leader of the Angmarim forces, making certain that you understood that you should seek aid before assailing the leader. Within the shadow of the Ram Duath an Angmarim Oath-keeper commands her forces south into the North Downs. You must find her and defeat her. Objective #2: After entering the Ram Duath you sought out and defeated the leader of the Angmarim forces. Arohir awaits word of the Angmarim's defeat within the confines of Esteldin. Meet him there to share news of your victory.</p>								
	Played-out	28	Regin	Tier 1	Tier 1	—	—	Rune-kenner
<p>OBJECTIVES: The Dwarf-mine at Othrikar is almost played out. Regin has heard of a rich "father-lode" somewhere in Nan Amlug, and he hopes to determine the location of this lode. Objective #1: Regin has asked you to recover old mining records that may give a clue to the location of the legendary "father lode." The lost mining records are somewhere around Othrikar probably in a chest or locker.</p>								
	Pre-emptive Measures	31	Gareth Copp	Tier 4	Tier 4	—	—	True Intentions
<p>OBJECTIVES: The army of Orcs and goblins inhabiting Fornost constantly press upon the Free Peoples' encampment. The North Downs camp will fall unless the Enemy's forces are weakened. Objective #1: Gareth Copp has asked you to help the forces of the North Downs by reducing the numbers of the Orcs and goblins at Fornost. Orcs and goblins can be found near the base of the keep within the city of Fornost. Objective #2: Your efforts have weakened the forces of Angmar, as Gareth Copp requested. You should return to Gareth at once with news of your victory. Gareth Copp is at the camp of the Free Peoples in the southernmost part of Fornost.</p>								
	Provisions for the Glade	26	Aglardir	Tier 3	Tier 2	Millos, Aurochs Skinner	Scattered Belongings	—
<p>OBJECTIVES: Many of the provisions stored at Lin Giliath were ruined by the Stone-trolls during their attack. Objective #1: Aglardir has asked you to hunt aurochs in Kingsfell for meat to replenish the stores of Lin Giliath. He suggests you bring allies on the hunt. Aurochs roam the plains of the Kingsfell, north of Lin Giliath. Objective #2: Aglardir is awaiting your return with the aurochs meat to replenish the lost provisions kept at Lin Giliath. Aglardir is in Lin Giliath, south of the Kingsfell.</p>								











NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Pulling Beards	30	Hannar	Tier 4	Tier 4	Black Biter, Hammerhorn's Demise, Dourhand's Foe, Ithilin	Dourhand Plans	—
<p>OBJECTIVES: The plans you recovered from the Dourhands revealed the time of their attack and the strength of their numbers. It appears they are a greater threat than Hannar first believed. Objective #1: The Longbeards of Othrikar do not have the time to gather their strength to counter the Dourhands' attack. Hannar has asked you to gather your own allies and launch an attack against Torfi Hammerhorn and his Dourhands before they have mustered their full strength. Torfi Hammerhorn's camp is north of Othrikar. Objective #2: Torfi Hammerhorn perished during the battle at his camp, routing his forces. You should return to Hannar with news of your victory. Hannar is at Othrikar.</p>								
	Purging the Plains	31	Mauno	Tier 3	Tier 3	—	—	Coat of Shadow
<p>OBJECTIVES: Packs of ravaging Wargs have descended upon the wild herds of aurochs the Earth-kin rely upon to hunt for food. The Wargs are slaughtering the herds wantonly, often leaving the carcasses to rot where they lay. Objective #1: Mauno, the chief hunter of the Suuri-lehmä, has asked you to drive off the Wargs who are slaughtering the aurochs herds, threatening the Earth-kin's food supply. Dire Wargs roam the eastern plains of Nan Amlug. Warg Hunters stalk the forests of western Nan Amlug. Objective #2: Mauno, the chief hunter of the Suuri-lehmä, asked you to drive off the packs of Wargs which have been slaughtering the aurochs. There are many Wargs, but your efforts should make them more manageable. You should return to Mauno with news of your success. Mauno is at the camp of the Suuri-lehmä.</p>								
	Putting Down the Dead	41	Ranger Maedhrusc	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: Fornost is overrun with the shades of those who betrayed the North Kingdom at the Battle of Fornost, yet remain unrepentant, and other fell creatures of Angmar. Maedhrusc is concerned by the terror these creatures instill in the Rangers' allies. Objective #1: In order to dispel the terror of the Dead from the hearts of his allies, Maedhrusc has asked you to enter Fornost and deal with the shades and other fell creatures which dwell there. Objective #2: The sheer numbers of Angmar's foul minions was too great for you to defeat utterly, but your successes may be enough to hearten Maedhrusc and the alliance from the North Downs.</p>								
	Ravaging Orc-bounty	32	Celephadh	Tier 3	Tier 2	Fjor-hálm, Celephadh's Shoulder Guards, Helm Crusher	Warg-bounty	—
<p>OBJECTIVES: Celephadh has asked for your help in securing the lands around Esteldín. Objective #1: Not every traveller or resident of the North Downs has your good fortune and skill. Some have fallen to sword or spear of the twisted Orc-hordes. Celephadh asks you to hunt Orcs in the ravaged lands and reclaim the helms of the fallen. He suggested you take allies. The Orcs make their camp in the ravaged lands of Dol Dínen, far to the south-east of Esteldín.</p>								
	Reclamation	31	Elúr	Tier 3	Tier 3	—	Fall of the Earth-kin	—
<p>OBJECTIVES: Esteldín relied on the Earth-kin to aid in safeguarding the pass to Angmar in the north. Their recent corruption has forced the Rangers' hand and they must now strike down their former allies to ensure that the few remaining Earth-kin allies are safeguarded. Objective #1: Elúr told you that the Earth-kin betrayers, the Rauta-lehmä, stole weapons from their kindred to use in their insurrection. He has asked you to go to their camp and recover the stolen weapons. The stolen weapons may be found in the camp of the Rauta-lehmä in Nan Amlug, east of Esteldín.</p>								
	Rescuing Vengeance	29	Lagorlam	Tier 3	Tier 2	—	The Wayward Companion	The Stolen Ornament
<p>OBJECTIVES: Lagorlam, a member of the company of Elves who came north with Gildor Inglorion, entered Taur Gonwaith, seeking revenge against the trolls who attacked Lin Giliath. Objective #1: Lagorlam was injured while visiting his vengeance on the trolls. With his anger sated he has offered to leave Taur Gonwaith with you. Lagorlam will begin to walk out of the woods, and you will need to defend him from a series of trolls. Objective #2: Thaliollang will be pleased to hear that you rescued Lagorlam from the forest of Taur Gonwaith. Thaliollang is at Lin Giliath, north-west of Taur Gonwaith.</p>								
	Restoring the Founders' Book	23	Marla Shelton	Tier 3	Tier 3	—	The Founder's Book	—
<p>OBJECTIVES: You recovered the Founder's Book for Marla Shelton, but it seems some of the map pages are missing. She is concerned that the Orcs will make use of them to plan another raid against Trestlebridge. Objective #1: Marla Shelton has asked you to recover the map pages stolen from the Founder's Book, thereby restoring the book and thwarting the Orcs' attacks. There are many Orc camps around the Greenway.</p>								
	Rock-worms	33	Börk	Tier 4	Tier 4	—	—	Ending the Elder
<p>OBJECTIVES: Rock-worms, drawn to the North Downs by Angmar's passing, have begun to spawn in the hills and many have wandered into Fornost itself. Objective #1: Börk the Dwarf has asked you to rid the ruins of the worms that infest them, hoping that the dangers the presence of such creatures could attract might be allayed. Worms can be found in the ruins of Fornost. Objective #2: You should return to Börk and tell him of your great deeds against the foul worms of Fornost. Börk is at the camp of the Free Peoples at the southern edge of Fornost.</p>								

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Ruins of Arthedain	28	Of Arthedain and its Settlements	Tier 4	—	—	—	—
OBJECTIVES: You have found a book that describes the Founding Stones of Arthedain's Five Towns. Now mostly in ruins, these towns are 'Henneth Rhún, south of Fornost; Duintham, astride an ancient stream; Carnoglin, in the northern hills; Ost Ardúlin, in the lake-lands; and Dolindir, now called Esteldín.' Objective #1: Ask Istuienn about the Book of the Five Towns. Objective #2: Find the five Founding Stones. Objective #3: Return to Istuienn to tell the tale of your exploration.								
	Rune-kenner	28	Regin	Tier 2	Tier 2	—	Played-out	The Lost Map
OBJECTIVES: Regin is unable to make sense of the runes in the mining records you found. Strangely enough, they appear to be written in an Elvish script. Objective #1: Regin recognized the mining records as being written in an Elvish script. He has asked you to find an Elf named Glambaen to decipher them. Glambaen is at Lin Giliath far to the south of Othrikar, in a region of lakes and bogs called Meluinen. Objective #2: Glambaen has translated the old records, but apparently a map is required before the directions will make sense. You should return to Regin with the deciphered records. Regin is at Othrikar in the North Downs.								
	Salvage a Wheel	23	Mattie Woodruff	Tier 3	Tier 2	—	Felling Trees	All's Well
OBJECTIVES: Mattie Woodruff and Noll Tobbit did run into Orcs, but managed to escape unharmed. Their cart however was not as fortunate and needs a new wheel if they are going to use it to haul lumber back to Trestlebridge. Objective #1: Some of the farmers, while escaping from the Orcs, were waylaid and their wagons were ruined. Mattie hopes that among the wreckage of the farmers' wagons you will find a wheel that he can use to fix his cart. The broken wagons were dragged off by the Orcs to their camp outside of Nan Wathren.								
	Scales of the Earthbound Foe	34	Gondranc	Tier 3	Tier 3	—	Destroying the Hatchery	Leathery Wings of the Drakes
OBJECTIVES: At the request of the Ranger Gondranc, you went to the camp of the Earth-kin northeast of Esteldín to retrieve a book of leatherworking lore Asikko, the Earth-kin's chieftain, had promised him. With this lore, he will be able to make much better armour for the people of Trestlebridge. Objective #1: Worms shed their skin, leaving behind their scales. Gondranc has asked you to gather these loose scales so that he may use them to craft armour. Worms can be found in the western pass of Ram Dúath, north-west of Esteldín.								
	Scattered Belongings	26	Aglardir	Tier 3	Tier 2	—	—	Provisions for the Glade
OBJECTIVES: Aglardir has undertaken the difficult task of restoring Lin Giliath to peace in the wake of the Stone-troll attack. Objective #1: Aglardir has asked you to recover whatever supplies you can from the barrels the Stone-trolls scattered throughout the marshes. Shattered barrels can be found strewn throughout the fens leading to Taur Gonwaith in the south. Objective #2: Aglardir is waiting for you to return with the possessions you salvaged from the shattered crates strewn about Meluinen. Aglardir is in Lin Giliath, the glade on the border of Kingsfell and Meluinen.								
	Scouting the Ram Dúath	31	Dagoras	Tier 2	Tier 2	—	—	—
OBJECTIVES: Orcs stormed out of the Ram Dúath and swept across the North Downs. After their passage, Hill-men out of Angmar came through the pass and encamped beyond the cliff faces and treacherous paths. Objective #1: Dagoras has asked you to scout the Hill-man-encampment and the pass through which the Hill-men approached to determine the severity of the threat they pose, so that the Rangers can plan a defence against them. The Hill-man-encampment is northeast of Esteldín. The pass is west of the Hill-man-encampment, north-west of an outcropping of spiny rocks. Objective #2: Angmarim forces have sent a small company of Hill-men to the south-east entrance of Ram Dúath. At the southwest entrance of Ram Dúath, you discovered evidence of many worms and drakes. You should return to Dagoras with your report. Dagoras awaits your report at Esteldín.								
	Sealing the Pact	35	Ivari	Tier 3	Tier 3	Othronn, Orgrin's Mace	Staunching the Flow	—
OBJECTIVES: There exists a pact between the Suuri-lehmä and the Dwarves of Othrikar, that each would provide aid to the other. Objective #1: Ivari has asked you to perform one final task for him: he wishes you to deliver a satchel of herbs to Orgrin, the provisioner at Othrikar, as fulfillment of a pact between Earth-kin and dwarves. Provisioner Orgrin is at Othrikar, north-west of Rusfold.								
	Seeking the Source	34	Lovenol	Tier 4	Tier 4	Shire-ward's Knife, Defiler Sticker, Faerthail, Lovenol's Leggings, Defiler Cleaver	Eliminating the Beasts	—
OBJECTIVES: Lovenol has determined that the beasts of Fornost have been corrupted through some twisted mixture of foul meats, unclean draughts, and cruel training. She is convinced it is the work of an Orc-defiler. Objective #1: In order to end the corruption of the local wildlife, Lovenol has asked you to kill the Blogmal-defiler who is feeding and training the captured beasts. The Blogmal Defiler is somewhere within the ruins of Fornost. Objective #2: Lovenol will be relieved to know that the Blogmal-defiler met his end at your hands, removing the threat of his corrupting influence. Lovenol is at the camp of the Free Peoples in the southern reaches of Fornost.								



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Shattering the Alliance	32	Arohir	Tier 3	Tier 3	—	The Black Tide of Angmar	Captains of the Black Tide
<p>OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: Arohir told you about the Orc-host in Dol Dínen, and the goblins they use to guard the outskirts of their encampment. He also mentioned that skirmishers of the Ongbúrz tribe were seen among the goblins and has asked you to slay them in hopes that the deaths of the powerful Ongbúrz Skirmishers might break the will of the goblins. Ongbúrz Skirmishers can be found among the goblins who patrol the outskirts of the Orc-host in Dol Dínen, south-east of Esteldín.</p>								
	Siegecraft	34	Hithlim	Tier 4	Tier 4	Hithlim's Mace, Hithlim's Bow	Masters of the Black Siege	—
<p>OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: Though you have slain several of the trolls who transport and maintain the Orcs' siege-engines, the weapons themselves still remain. Hithlim has asked you to gather allies and disable or destroy the catapults, trebuchets, and ballistae. Catapults, trebuchets, and ballistae can be found on the hills and high ground deep within the Orc-encampment in Dol Dínen, south-east of Esteldín. Objective #2: You entered Dol Dínen and disabled several of the orc's ballistae, catapults, and trebuchets. You should bring news of your success back to Hithlim. Hithlim awaits your return at Esteldín.</p>								
	Siege-master	35	Hithlim	Tier 5	Tier 5	Pakonka's Conqueror, Siege-breaker's Boots, Ríambadanir, Club of the Shire-muster, Celegechor	Weakening the Tide	—
<p>OBJECTIVES: A large, armoured troll has been seen walking amongst the siege weapons overlooking the approach to the hills in the southernmost reaches of Dol Dínen. The Ranger Hithlim believes that this great brute leads the trolls who maintain the siege-weapons at Dol Dínen. Objective #1: Hithlim has asked you to gather allies and seek out the armoured captain of the trolls in Dol Dínen. With the death of their captain, the Ranger hopes the trolls will be thrown into disarray. The armoured troll can be found within the shadow of the mountain overlooking the valley of Dol Dínen, far to the south-east of Esteldín. Objective #2: You ventured deep into the heart of the Orc-encampment at Dol Dínen and defeated the troll-siegemaster. You should return to Hithlim with the news of your victory. Hithlim awaits your return at Esteldín.</p>								
	Spider Gems	26	Holger Tanner	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Holger Tanner is the survivor of a party of merchants ambushed by spiders in the Kingsfell. The merchants were carrying a valuable pouch of gems, which the spiders dragged off with one of the bodies. Objective #1: Holger Tanner, a merchant who escaped an attack by spiders, has asked you to recover his companions' missing pouch of gems from the spiders' lair. The lost pouch of gems is somewhere in the area called the Snares, south of Esteldín. Objective #2: Holger Tanner, a merchant who escaped an attack by spiders, has asked you to recover his companions' missing pouch of gems. Holger Tanner is at Esteldín.</p>								
	Spider-bounty	25	Celephadh	Tier 3	Tier 2	—	—	Orc-bounty
<p>OBJECTIVES: Celephadh has asked for your help in securing the lands around Esteldín and warding off any threats. Objective #1: Celephadh has asked you to hunt down and slay the spiders that plague the area. The foul spiders reside in the south-eastern area of Kingsfell in the shadow of the mountain. Objective #2: You should return to Celephadh and let him know that you have done as he asked. Celephadh make his lodging in the valley camp of Esteldín.</p>								
	Spider-queen	27	Dagoras	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: A monstrous breed of spider has built a nest south of Esteldín, threatening the security of the outpost's inhabitants. Objective #1: Dagoras has asked you to slay the queen of the spiders who threaten his people, thereby lessening the danger posed by the foul creatures. The Kingsfell Spider-queen is somewhere in the spider-lair south of Esteldín. Objective #2: You should return to Dagoras and inform him that you have slain the spider-queen. Dagoras is at Esteldín.</p>								
	Spoiler Raid	27	Gatson	Tier 4	Tier 4	Gatson's Spear, Gatson's Shoulder Guards	Defending the Herd	—
<p>OBJECTIVES: Farmer Gatson has asked you to raid the Orc-camp to prevent them from gathering enough force to drive him off his land. Objective #1: Farmer Gatson is sure the Orcs will attack his farm again if they are not deterred first. He has asked you to gather friends and raid the Orcs' own camp before they have the chance to regroup. The Orc-camp is south-west of Gatson's fields. Objective #2: Gatson sent you to raid the Orc-camp near his farm, in which you were victorious. You should return to Gatson and let him know of your success. Gatson is back at his farm, northeast of the Orc-camp.</p>								

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Spying on the Goblins	21	Amarion	Tier 3	Tier 2	—	Low Food Stores	The Scout Becomes the Hunter
<p>OBJECTIVES: Amarion is worried about the goblin presence in southern Annúdir and fears what will happen if the creatures learn of the refugees at Amon Raith. Objective #1: Amarion has asked you to scout the goblin camp and assess the threat it poses to those under his care. He has warned you to take care. If a goblin sees you, it might track you back to Amon Raith. You must get as close to the goblin encampment as you can without being seen, and will receive a message that you have scouted it. Work your way along the perimeter of the camp, avoiding goblins, and get as close to the camp itself as you can. The goblins have established a camp on the southern hills of Annúdir, east of Amon Raith. Objective #2: Amarion is waiting for your assessment of the camp the goblins have made on the southern hills of Annúdir. The Ranger Amarion is at Amon Raith, west of Annúdir.</p>								
	Staunching the Flow	35	Iviri	Tier 3	Tier 3	—	A Brother's Plea	Sealing the Pact
<p>OBJECTIVES: Special weapons are being forged in the eastern camps for the Rauta-lehmä by the Hill-men of Angmar, who journey down from the mouth of the Ram Dúath. Objective #1: Iviri has asked you to defeat the Armourers before they can create anymore weapons for the Rauta-lehmä. He believes if you succeed, the Suuri-lehmä can win the forthcoming war and with fewer lives lost. The Hill-men Armourers are encamped south-east of the Ram Dúath. Objective #2: You succeeded in defeating the Armourers Iviri told you of. You should return to the Earth-kin War-master at once with the news. Iviri is at the camp of the Suuri-lehmä.</p>								
	Stem the Invasion	39	Arch Widdup	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: The bulk of Angmar's host in Fornost is comprised of Orcs and goblins, a formidable force that Arch Widdup fears may be brought to bear on Trestlebridge if they are allowed to march south. Objective #1: In order to improve Trestlebridge's chances against the armies of Angmar, Arch Widdup has asked you to enter Fornost and slay as many Orcs and goblins as you can. Objective #2: You have dealt a serious blow to Angmar's host, and while not a complete victory, your efforts should at least lend courage to Arch Widdup.</p>								
	Stop the Scouts	28	Hannar	Tier 3	Tier 3	—	—	Dourhand Plans
<p>OBJECTIVES: The Dourhands, an ancient, but declined Dwarf-family, were recently ousted from Thorin's Halls and the mines of Othrikar for their betrayal of Durin's Folk, the Longbeards. The rogue clan continues to be a nuisance in the North Downs. Objective #1: In an effort to reduce the threat of the Dourhands becoming more than a nuisance, Hannar has asked you to put an end to the unhindered spying of the Dourhand scouts. There are Dourhand scouts scattered throughout the area around Othrikar and Nan Amlug. Objective #2: You successfully dealt with the Dourhand scouts, as Hannar had requested. You should return to Hannar with your report. Hannar is in Othrikar.</p>								
	Stopping the Siege	35	Gareth Copp	Tier 4	Tier 4	Shanks of the Aurochs, Siege Ender, Shield Token	True Intentions	—
<p>OBJECTIVES: The Orcs of the Blogmal tribe are preparing siege weapons to bring to bear against Trestlebridge and Bree-land beyond. Objective #1: Gareth Copp has asked you to destroy the siege weapon parts being assembled by the Blogmal Orcs, thus crippling Angmar's efforts to invade Eriador. The siege weapon parts are being assembled in the Orc camp at the base of the keep within the city of Fornost. Objective #2: You should return to Gareth Copp and let him know that the siege weapon parts have been successfully destroyed. Gareth Copp is at the camp of the Free Peoples in the southern reaches of Fornost.</p>								
	Talbot Redeemed	23	Talbot Hinton	Tier 2	Tier 2	—	A Poor Guard	Vile Poison
<p>OBJECTIVES: Talbot told you that the vile liquid you found on the Orc in Nan Wathren was similar to the shattered one he found at his feet. He believes this is the proof he needs to clear his name. Objective #1: Talbot Hinton asked you to bring the gourd you found to Captain Trotter as evidence to clear his name. He cannot do this himself, since the town-guard will not let him approach the captain. Captain Trotter can be found in Trestlebridge.</p>								
	Techniques of the Masters	34	Asikko	Tier 3	Tier 3	—	A Request to the Earth-kin	Aurochs Mantles
<p>OBJECTIVES: The Ranger Gondanc sent you to the Earth-kin camp to collect a book of leatherworking lore from Asikko, the Earth-kin's chieftain. However, when you arrived at the Earth-kin camp, Asikko told you the book had been stolen. Objective #1: Asikko is hesitant to go himself to retrieve the book of lore from the Rauta-lehmä for fear of provoking war too soon. Instead, he has asked you to retrieve the book for him. Asikko's book is hidden somewhere in the camp of the traitorous Rauta-lehmä faction in Nan Amlug, east of the camp of the Suuri-lehmä. Objective #2: You successfully recovered Asikko's book from the camp of the Rauta-lehmä. The Earth-kin chieftain has asked you to deliver it to Gondanc, fulfilling his promise to the Ranger. Gondanc awaits your return at Esteldín.</p>								
	The Black Tide of Angmar	32	Daervunn	Tier 4	Tier 3	—	—	Orders from the Front
<p>OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: Daervunn fears that the Orcs of Angmar are united together for a common cause. He has asked you to bring him the banners from their primary camps to prove whether there is truth to this belief. The banners of the Orc-tribes fly at the outskirts of their camps near Fornost at the Norbury Gates, near Trestlebridge at Nan Wathren, and Dol Dínen, south-east of Esteldín.</p>								

The Lord of the Rings Online

SHADOWS OF ANCOMAR™

NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Black-fire	25	Aggy Digweed	Tier 4	Tier 4	—	Defending the Bridge	Half-orc Schemer
<p>OBJECTIVES: Aggy Digweed has dubbed the foul substance you found "Black-fire" and called it a dark magic of the Orcs. She believes the Orcs have more and that it must be destroyed if Trestlebridge is to be saved. Objective #1: Aggy Digweed said that there are three large hills connected by rope bridges in Nan Wathren and asked you to search those hills for more Black-fire crates. She told you to keep an eye open for half-orcs, as full-blooded Orcs are too brutish to create magic like the Black-fire. As the Black-fire powder explodes when touched by fire, Aggy asked you to put the Black-fire to the torch, destroying it all. She also suggested you take friends. The Black-fire crates are on three hills in Nan Wathren. Objective #2: In your search of the three hills in the Nan Wathren, you found Black-fire crates atop each hill. You also found half-orcs, who spoke of a someone named Lugbas, who may be their leader. Aggy should know what you found. Aggy Digweed can be found in Trestlebridge.</p>								
	The Bracelet's Past	27	Colbert the Mad	Tier 3	Tier 3	—	Treasures from the Fields	Mincham's Dream
<p>OBJECTIVES: Colbert was dismayed when he saw the bracelet you found, but he would not tell you why. Objective #1: According to Colbert, the bracelet you found belongs to Mincham. Without explaining why, he asked you to give it to Mincham yourself. Mincham is at his camp. Objective #2: Unsettled by your discovery of the bracelet his wife was buried with, Mincham asked you to investigate the graves of his wife and child. The graves of Mincham's wife and child are to the north-west near some burial mounds. Objective #3: You found Mincham's child's grave undisturbed, but his wife's grave was open and empty. You should return to him with this news at once. Mincham awaits you at his camp.</p>								
	The Darkness Within	42	Halbarad	Tier 5	Tier 5	—	—	The Shadow Falls
<p>OBJECTIVES: Ranger-scouts reported that there were wraiths within the ruins of Fornost. Objective #1: Halbarad suggested that you speak with Istuienn, a lore-master of the Rangers. She might know how to defeat the wraiths of Fornost. Istuienn can be found outside the library in Esteldin. Objective #2: Istuienn believes that you may be able to find and recover the hilts of the four morgul-blades discussed in Laerdan's text inside the ruins of Fornost. The morgul-hilts are in the possession of the four wraiths within Fornost. Objective #3: You should bring the four morgul-hilts to Istuienn at once. Istuienn is outside the library in Esteldin.</p>								
	The Dream Voice	26	Colbert the Mad	Tier 3	Tier 3	Endholder's Boots, Túronn	The Search for Idalene	—
<p>OBJECTIVES: Colbert has sent you off into the fields of Fornost in search of the lost girl Idalene. Objective #1: Colbert has sent you out looking for Idalene with a plethora of dire warnings about the hazards of Deadmen's Dike. Idalene is to the north-west of Mincham's camp, north of Trestlebridge. Objective #2: Having driven off a fell spirit that had somehow been possessing Idalene, you should return to Dallin Endholder and tell him what happened. Dallin Endholder is back in Trestlebridge.</p>								
	The Dwarves Shall Come	30	Hannar	Tier 2	—	—	Chapter 4: Freeing Dori	Chapter 7: The Council Assembled
<p>OBJECTIVES: After rescuing Dori from the clutches of the Dourhands, both Dori and Hannar agreed that the Dwarves of Othrikar shall come to the Council of Esteldin. Objective #1: Hannar told you to bring word to Halbarad that the Dwarves of Othrikar agreed to come to the Council. Halbarad can be found in Esteldin.</p>								
	The Father-lode	29	Regin	Tier 4	Tier 4	Amarthlos, Regin's Hammer	The Lost Map	—
<p>OBJECTIVES: With the map you recovered from Foreman Nyrad and the runes from the old records, Regin may have determined the general location of the father-lode. Objective #1: The directions were very puzzling. "Find the father in the raw rock / The lode lies amongst high hills / Fell falcons soar through skies and / Savage Lynx guard the gorges / Shining the silver, glittering the gold / A cliff's crags keep the secret." The old records combined with the mining map suggested to Regin the location of the father-lode, but the directions were far from precise. Regin has asked you to find a suitable rock formation and take an ore sample. The father-lode is somewhere to the north-west of Othrikar. Objective #2: You found a rock formation matching the description Regin compiled from the map and old records. You should bring the ore sample you took from the site back to Regin. Regin is at Othrikar.</p>								
	The Forgotten Company	36	Bartelot Took	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: The Tooks in the camp at Fornost are desperately looking for proof that hobbits fought in the Battle of Fornost. They have been ridiculed for their beliefs, so they have come to find the proof they so desperately need. Objective #1: Bartelot Took has asked you to collect Hobbit arrowheads from the ruins of Fornost, believing that they will prove to everyone that there really were hobbits at the Battle of Fornost. You might find Hobbit arrowheads among the skeletons within Fornost, north of the Fornost camp. Objective #2: Your search produced a large number of arrowheads. You should take them to Bartelot Took. Bartelot Took is at the Fornost Camp, south of Fornost itself.</p>								
	The Founder's Book	23	Marla Shelton	Tier 3	Tier 3	—	—	Restoring the Founders' Book
<p>OBJECTIVES: Marla Shelton is concerned that the history of Trestlebridge may be lost because the Founder's Book has been stolen by Orcs. Objective #1: Marla Shelton has asked you to search Orc encampments near Trestlebridge for signs of the Founding Book. There are Orc encampments to the east, once you cross the Trestlebridge to the north. Objective #2: You've found the Founding Book and should bring it back to Marla Shelton. Marla Shelton is back in Trestlebridge.</p>								

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Free Peoples of Trestlebridge	29	Nellie Boskins	Tier 2	—	—	Chapter 6: The Defence of Trestlebridge	Chapter 7: The Council Assembled
OBJECTIVES: After you and Halbarad came to the aid of her town, Nellie Boskins swore to lend what strength the people of Trestlebridge have to his endeavour. They will come to the Council of Esteldín. Objective #1: Nellie Boksins has asked you to inform Halbarad that she will come to the Council of Esteldín. Halbarad can be found in Esteldín.								
	The Iron Collar	41	—	Tier 2	Tier 2	—	—	A Collar for the King
OBJECTIVES: Legend tells of a powerful Warg once offered the ability to rule all Wargs in return for service to the Iron Crown. A collar fashioned of iron was made and powerful sorceries used to enchant the item. The great beast was slain and the collar removed, but tales of the beast have been passed down through the ages amongst the Men of the North Downs. Objective #1: The Ranger Amaron knows the story of the Warg-king. It is possible that the collar you have found has something to do with the legend. He should be shown the collar you have discovered. While fighting against the Orcs at Dol Dínen you discovered an iron collar. The discovery reminded you of legends long told here in the North Downs. Amaron is at his camp at Amon Raith in the North Downs.								
	The Last Farm	25	Gatson	Tier 2	Tier 2	—	—	The Orc Threat
OBJECTIVES: Orcs have entered the North Downs from the north. The farmers of the region fled south, except old Gatson, who is determined to hold his land against the Orcs. Objective #1: Farmer Gatson told you that he has been helping the Rangers with provisions for many years and now expects them to help him protect his farm. He has sent you to speak with the Ranger he delivers the food to, a man named Orthonn. Orthonn may be found at the ruins of Ost Lagoros, north-west of Gatson's farm. Objective #2: Orthonn admitted that Gatson had provisioned them often, but told you that the Rangers did not have the numbers to defend the farms of the North Downs. He asked you to return to Gatson and exhort the farmer and his workers to flee at once. Gatson awaits you at his farm to the east of Ost Lagoros.								
	The Lost Map	29	Regin	Tier 4	Tier 4	—	Rune-kenner	The Father-lode
OBJECTIVES: Glambaen deciphered the runes on the old prospecting records, but they reference a map that appears to be missing. Objective #1: Regin believes that Nyrad, the previous foreman, stole the map, but left the records, since he could not read the runes. Regin has suggested that you may find the map either in Foreman Nyrad's tent or on Nyrad himself. Foreman Nyrad can be found in the Dourhand camp north of Othrikar. Regin is at Othrikar.								
	The Oathbreakers	25	Mincham	Tier 4	Tier 4	—	—	Dire News
OBJECTIVES: In the days of King Arvedui, last king at Fornost, a company of the king's Men betrayed their oaths to Arthedain, allowing Fornost to fall to the armies of Angmar. Arvedui cursed these Men to never know rest until they had fulfilled their oaths. Objective #1: Mincham has asked you to find the shade of the Oathbreaker-captain and recall him and his followers to their ancient duty. The shade of the Oathbreaker-captain can be found northeast of Mincham's camp, in some scattered ruins by the walls of Fornost. Objective #2: The Oathbreaker-captain told you that he and his followers had sworn a new allegiance to someone named Amarthiel. Mincham may know what this means. Mincham awaits you at his camp.								
	The Orc Threat	25	Gatson	Tier 3	Tier 3	—	The Last Farm	Defending the Herd
OBJECTIVES: Orc scouts have been sneaking around Gatson's farm, stealing food, and Gatson is sure it is only a matter of time before they raid his farm in force. Objective #1: Farmer Gatson is resigned to the knowledge that the Rangers cannot help him, but he is still concerned for the safety of his workhands. He hopes that by dealing with the Orcs' scouts that have been stealing from his fields, you might be able to deter a violent raid on his farm. Orcs can be found in Gatson's south fields. Objective #2: You found and defeated many Orcs in Gatson's south fields. You should return to Gatson and tell him of your success. Gatson is at his farm, north of the fields.								
	The Scout Becomes the Hunter	22	Amarion	Tier 3	Tier 2	Skotskold, Medliron, Amaron's Necklace	Spying on the Goblins	—
OBJECTIVES: Your assessment of the goblin camp in Annúdir has given hope to the Ranger Amaron, and now he believes you can strike a blow against the goblins. Objective #1: Encouraged by your skills and the light presence of the goblins in the hills of Annúdir, Amaron has asked you to begin driving the goblins from that land. The goblin camp is east of Amon Raith, on the southern hills of Annúdir. Objective #2: Amaron is waiting to hear about your attack on the goblins of Annúdir. The Ranger Amaron is at Amon Raith, west of Annúdir.								
	The Search for Idalene	25	Dallin Endholder	Tier 2	—	—	—	The Dream Voice
OBJECTIVES: Dallin Endholder is concerned about his friend Idalene. She has gone missing after telling him about dreams she had that called her to the fields of Fornost. Objective #1: Dallin Endholder has sent you to a strange man named Colbert in hopes that he will be able to tell you something of Idalene. Colbert's camp is north of Trestlebridge, overlooking the Greenway.								

NORTH DOWNS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Shadow Falls	42	Istuienn	Tier 2	Tier 2	Dermaib, Deep-delvers, Filegdail, Remmenaeg's Fall	The Darkness Within	—
OBJECTIVES: You have recovered the four morgul-hilts from the wraiths in the ruins of Fornost. Istuienn has asked for your help in finding a way to destroy them. Objective #1: Istuienn told you to take the morgul-hilts to Elrond Halfelven to be destroyed. Elrond can be found at Rivendell in the Trollshaws to the south and east of the North Downs. Objective #2: Elrond told you to take the morgul-hilts to his chief smith, Hemeldir. Hemeldir can be found at the Forges of Rivendell outside the Halls of Elrond.								
	The Stolen Ornament	29	Thaliollang	Tier 3	Tier 2	—	Provisions for the Glade, Rescuing Vengeance	—
OBJECTIVES: Lagorlam, the Elf you rescued from the Stone-trolls at Taur Gonwaith, reported to Thaliollang that the chief of the trolls had in his possession an ornament once belonging to Lachenn, Master of Lin Giliath. Objective #1: Thaliollang has asked you, in memory of Lachenn, to hunt down the chieftain of the Stone-trolls, Gurmagath, and retrieve Lachenn's ornament so that it can be restored to a place of honour. Gurmagath can be found on a hillock east of where you rescued Lagorlam, in the northeastern area of Taur Gonwaith, south-east of Lin Giliath. Objective #2: Thaliollang is waiting for you to return with the ornament you retrieved from Gurmagath. Thaliollang is at Lin Giliath, north-west of Taur Gonwaith.								
	The Troll-keeper	33	Thaliollang	Tier 4	Tier 3	Longbeard's Hammer, Favargair's Foil, Túrphadanir, Eldram	Provisions for the Glade, The Stolen Ornament	—
OBJECTIVES: Thaliollang believes that Lachenn had tried to write "Angmar" on the back of his ornament and takes it as a sign that it is an emissary of Angmar that had stirred the Stone-trolls. Objective #1: Thaliollang has asked you to defeat the emissary of Angmar that has gained the allegiance of the Stone-trolls. Angmar's emissary must reside deep within the cave in Taur Gonwaith, south-east of Lin Giliath. Objective #2: Thaliollang will be pleased to know that he was correct in his belief: there was an emissary from Angmar among the trolls. To the benefit of all, you have defeated him. Thaliollang is at Lin Giliath, north-west of Taur Gonwaith.								
	The Wayward Companion	28	Thaliollang	Tier 3	Tier 2	—	Rescuing Vengeance, Scattered Belongings	Rescuing Vengeance
OBJECTIVES: Lagorlam, a member of the company of Elves who came north with Gildor Inglorion, entered Taur Gonwaith, seeking vengeance against the trolls who attacked Lin Giliath. He has not returned, which concerns Thaliollang. Objective #1: Thaliollang has sent you to find Lagorlam and make certain he is well. Lagorlam has gone to the forest of Taur Gonwaith, south-east of Lin Giliath.								
	Thinking Ahead	22	Agnes Martlet	Tier 3	Tier 2	—	The Scout Becomes the Hunter	More Business With Bears
OBJECTIVES: Agnes Martlet has kept her own farm for years, and although she left it when the Wargs appeared, she is already thinking ahead to her return. Objective #1: Agnes Martlet believes the threat of Wargs will soon pass, and she is more concerned with the bears that have troubled her livestock over the years. She has asked you to cull the bears' numbers and collect their thick hides for tents and clothing while also reducing the threat to her livestock. Bears can be found on the northern hills of Annúdir, east of Amon Raith.								
	Touch of Corruption	28	Gandelin	Tier 4	Tier 3	—	Scattered Belongings	—
OBJECTIVES: The Orcs of Gurzlum in the Kingsfell use spider venom to coat their blades and arrows. Objective #1: Gandelin asked you to slay the Orc Defiler and return with the Ongbúrz venom-pouches. The Ongbúrz Orcs can be found in their fortification at Gurzlum, on the rise beside the waterfall north-west of Lin Giliath.								
	Treasures from the Fields	25	Colbert the Mad	Tier 3	Tier 3	—	The Dream Voice	The Bracelet's Past
OBJECTIVES: Many old treasures from before the days of Fornost's downfall still remain in the Fields of Fornost. Objective #1: Colbert has given you a key which he says will open a treasure in the Fields of Fornost. The chest your key opens is supposed to be in some ghost-infested ruins to the northeast of Mincham's camp. Objective #2: You retrieved a bracelet from the chest, which Colbert might have a use for. Colbert is at Mincham's camp.								
	Trestlebridge to Ost Guruth	20	Guardsmen Otley	Tier 1	Tier 1	—	Man-slayers, Hana's Dream, Ost Guruth to the Forsaken Inn	—
OBJECTIVES: Frideric the Elder tribesman of the Eglain is under threat of attack by the Orc hordes. Objective #1: Go to Ost Guruth and talk to Frideric the Elder. Head down the Greenway from Trestlebridge and then east along the east-west road.								
	Trotter's Task	24	Captain Trotter	Tier 1	—	—	Defending the Bridge	Defending the Bridge
OBJECTIVES: Reynard Trotter is concerned about recent developments in the area. The guards reported hearing a terrible noise during the night. Aggy Digweed, one of the guards, wanted to speak to someone about the event. Travel to the far side of the Trestlespan and speak with Aggy. Captain Trotter said she'd have more information for you. Objective #1: Captain Trotter suggests that Aggy Digweed can shed more light on recent events. Aggy Digweed is to the north of the Trestlespan								

Quests: North Downs



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	True Intentions	33	Gareth Copp	Tier 4	Tier 4	—	Pre-emptive Measures	Stopping the Siege
<p>OBJECTIVES: The Orcs which inhabit the ruins of Fornost are drawn from the Blogmal tribe, more cruel and cunning than their completely brutish cousins of the Tarkríp. Gareth Copp is convinced they are devising a vicious reprisal for the recent loss of their brethren, whom you slew. Objective #1: Gareth Copp has asked you to gather your allies and search for some evidence of the Orcs' plans, most likely to be found upon the person of a Blogmal-warlord. Blogmal-warlords can be found within the Orc camp near the base of the keep within Fornost.</p>								
	Valley of the Worms	33	Arastil	Tier 3	Tier 3	—	Scouting the Ram Dúath	Destroying the Hatchery
<p>OBJECTIVES: The western pass of Ram Dúath has long been home to worms, least of dragon-kind. Dwelling in the crags and caves of the mountain pass, they prey upon any who dare that path. Objective #1: Arastil has asked you to clear the worms from the western pass of Ram Dúath, making it safe to bring a force through the pass into Angmar. Worms can be found in the western pass of Ram Dúath, north of Esteldín. Objective #2: You made your way into the valley and slew the worms you found there. You should return to Arastil with news of your victory. Arastil awaits your return at Esteldín.</p>								
	Vile Poison	25	Captain Trotter	Tier 3	Tier 3	Trotter's Leggings, Defiler's Doom, Poison Hunter, Defiler's Conqueror	Talbot Redeemed	—
<p>OBJECTIVES: Captain Trotter explained to you that the dried gourd you found was made by a "defiler," an Orc that relishes in poison and disease. He asked that you slay the creature, before it can spread any of its vile poisons into Trestlebridge. Objective #1: Captain Trotter has asked you to hunt down and defeat the Tarkríp-defiler. He suggested looking for the Orc near foul patches of water. The Tarkríp Defiler should be found somewhere in Nan Wathren, east of Trestlebridge. Objective #2: In Nan Wathren, you discovered the hiding place of the Tarkríp-defiler and slew the Orc. You should tell Captain Trotter of your victory. Captain Trotter can be found in Trestlebridge.</p>								
	War and Famine	35	Arohir	Tier 3	Tier 3	—	Hill-men of the North	Plague-bearer of the North
<p>OBJECTIVES: Hill-men from Angmar followed the Orc army through Ram Dúath into the North Downs and established an encampment near the head of the pass. These Hill-men serve to keep open the passage from Angmar. Objective #1: Arohir the Ranger has tasked you with destroying the food stores, weapons, and shields of the Hill-men, affecting their ability to effectively wage war. The food stores, weapons, and shields can be found in the northern part of the Hill-men's camp, northeast of Esteldín. Objective #2: After entering the Hill-man camp, you found and destroyed their weapons, armour, and food stores in an effort to slow their progress and ability to field a true army. Arohir will be pleased to hear this news. Arohir awaits your return at Esteldín.</p>								
	Warg-bounty	31	Celephadh	Tier 3	Tier 2	—	Orc-bounty	Ravaging Orc-bounty
<p>OBJECTIVES: Celephadh has asked for your help in securing the safety of the lands near Esteldín. Objective #1: Celephadh asks that you hunt down and slay the cruel hounds of the Enemy. Wargs prowl the plains and foothills of Nan Amlug and Rhunenlad, east of Esteldín. Objective #2: Now that you have completed your task of thinning the Warg-packs, you should return to Celephadh and inform him of your success. Celephadh can be found in Esteldín with his fellow Rangers.</p>								
	Warg-master	33	Celephadh	Tier 4	Tier 4	Longaim, Raugzok's Nemesis	Breaking the Front Lines	—
<p>OBJECTIVES: Rumours have reached the ears of the Rangers at Esteldín that a chieftain has arisen within the ranks of the Wargs at Dol Dinen, uniting the packs. Objective #1: In the hope of breaking the will and courage of the Wargs of Dol Dinen, the Ranger Celephadh has asked you to slay the Warg-chieftain. He warned you to take allies with you. The Wargs mingle with the Orcs at Dol Dinen, south-east of Esteldín. Objective #2: You made your way amongst the Wargs, Orcs, and goblins in Dol Dinen and defeated the Warg-chieftain. Now you should return to Celephadh with your report. Celephadh resides at Esteldín.</p>								
	Wargs of Annúdir	23	William Peake	Tier 3	Tier 2	—	Family Heirloom	—
<p>OBJECTIVES: William Peake has grown restless of hiding at Amon Raith, while the Wargs have free reign of his farm, and wants to learn what has brought the creatures to the region. Objective #1: William Peake asked you to search for signs of why the Wargs have come to Annúdir. He thinks that there is something in the greatest of those mounds, called Haudh Eglan, that is stirring the Wargs up. Haudh Eglan lies north of a cliff called "Amlaith's Scar," which likewise lies north of William Peake's farm. Objective #2: William Peake is waiting to hear what you discovered among the Wargs that drove him from his land. William Peake is at Amon Raith, south and west of Haudh Eglan and Amlaith's Scar.</p>								
	Warg-slayer	26	Dagoras	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Foul Wargs prowl the North Downs, hunting for those who would oppose their masters. Their presence threatens the security of Esteldín. Objective #1: In order to protect the secrecy of Esteldín, Dagoras has asked you to hunt down and slay as many Wargs as you can. There are wargs in the areas west and south of Esteldín. Objective #2: Dagoras, the Ranger Watch-captain, asked you to hunt the Wargs of the North Downs in order to protect the location of Esteldín. You should return to him with word of your success. Dagoras is at Esteldín.</p>								



NORTH DOWNS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Warning Amon Raith	32	Mincham	Tier 1	Tier 1	—	Deciphering the Black Speech	—
OBJECTIVES: While the Free Peoples of the North Downs were occupied with the threat of the Orc-army in Dol Dinen, they were nearly oblivious of the second host which marched west to Fornost. Objective #1: Mincham believes the Orcs at Fornost have some greater plan than the occupation of the old ruins and has asked you to carry word of warning to Amaron, a young Ranger assigned to keep watch upon Amon Raith. Amaron is at his camp atop Amon Raith, east of the Fields of Fornost.								
	Weakening the Tide	34	Hithlim	Tier 4	Tier 4	—	Masters of the Black Siege	—
OBJECTIVES: A great host of Orcs spilled through Ram Dúath, driving the Men of the North Downs from their farms. Esteldín, home of the few remaining Dúnedain of the North, was spared discovery. It is from there that the Rangers begin to plan their counter-offensive against the black tide of Angmar. Objective #1: The Rangers of Esteldín discovered that there are sorcerers among the Orcs of Dol Dinen, and Hithlim has asked you to seek them out and destroy them. He warned you to take allies. Ongbúrz Bone-speakers can be found in the deepest reaches of Dol Dinen, beyond the siege-engines, south-east of Esteldín. Objective #2: You should return to Hithlim with news of your victory against the Orc-sorcerers of Dol Dinen. Hithlim awaits your return at Esteldín.								
	Winter Gloves	28	Quartermaster Orgrin	Tier 3	Tier 2	—	—	Hunting Wargs
OBJECTIVES: Orgrin, the provisioner at Othrikar, requires your aid in maintaining the camps stores. Objective #1: Hunt the lynx that roam the hills around Othrikar in western Nan Amlug and bring them to Provisioner Orgrin at the entrance to the Dwarf-mine. Lynx roam the hills surrounding Othrikar.								
	Word to Trestlebridge	32	Mincham	Tier 1	Tier 1	—	Deciphering the Black Speech	—
OBJECTIVES: While the Free Peoples of the North Downs were occupied with the threat of the Orc-army in Dol Dinen, they were nearly oblivious of the second host which marched west to Fornost. Objective #1: The town lives under constant watch and fear that Orcs of the Tarkrip tribe will return and complete their massacre and destruction of the town. Mincham's words may sway Captain Trotter to call upon the aid of others from the south. Mincham directed you to explain the true danger of the Orc-tribe facing Captain Trotter and the besieged town of Trestlebridge. Captain Trotter leads the people of Trestlebridge, along the Greenway far to the south of the Fields of Fornost.								





NORTH DOWNS: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 3: Foreword: Fires in the North	29	Frideric the Elder	Tier 2	Tier 2	—	Chapter 1: Ranger of the Fields, Chapter 1: Ranger of the Fields	Chapter 1: Ranger of the Fields
OBJECTIVES: Orcs from the north are sweeping across the North Downs and setting fires to everything in their path. Objective #1: Frideric told you that a Ranger desires to speak with you about urgent matters. Travel along the road to the west until you reach The Forsaken Inn. Candaith is at a camp north of The Forsaken Inn, north-west of Weathertop. Objective #2: Candaith's fellow Ranger is in urgent need of assistance. Halbarad is in the North Downs, north of Meluinen.								
	Book 3: Chapter 1: Ranger of the Fields	29	Halbarad	Tier 2	Tier 2	—	Foreword: Fires in the North	Chapter 2: The Gates of Fornost
OBJECTIVES: From the reports coming from the west and south of the North Downs, Halbarad believes the Enemy is moving on many fronts. The strength of Esteldín is nearly tapped, and Halbarad feels a council of the Free Peoples must be called. Before doing so, he desires more knowledge on the Enemy's movements. Objective #1: Halbarad has asked you to speak with Mincham to learn if the Enemy has retaken the ruins of Fornost, the ancient capital of Arnor. Mincham can be found in his camp on the southern edge of the Fields of Fornost.								
	Book 3: Chapter 2: The Gates of Fornost	29	Mincham	Tier 3	Tier 3	—	Chapter 1: Ranger of the Fields	Chapter 3: Fallen Once More
OBJECTIVES: Mincham believes that the Enemy has indeed returned to Fornost, but cannot tell the strength of the forces there as they approached the city from the north. Objective #1: Mincham believes the only way to determine the strength of the forces of Angmar within Fornost is to test the defences erected at its gates. He has asked you to slay Orcs and Wargs and bring him a report of the resistance there. The Norbury Gates lie to the north of Mincham's camp. Objective #2: The Ranger Mincham will need to hear your report regarding the defences at the gates of Fornost. Mincham can be found at his camp in the southern Fields of Fornost.								
	Book 3: Chapter 3: Fallen Once More	29	Mincham	Tier 2	Tier 2	—	Chapter 2: The Gates of Fornost	—
OBJECTIVES: After reporting to him of your battles against the Orcs and Wargs that guard the gates of Fornost, Mincham surmised that it was as Halbarad feared: Angmar has sent a large force to reclaim and fortify Fornost. Objective #1: Mincham beseeches you take the knowledge of Angmar's presence at Fornost to Halbarad. Halbarad can be found in Esteldín.								

Quests: North Downs



NORTH DOWNS: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 3: Chapter 4: Freeing Dori	30	Hannar	Tier 4	Tier 3	Dori's Defenders, Dori's Saviour	A Call to Dwarves	The Dwarves Shall Come
<p>OBJECTIVES: When you arrived at Othrikar, bringing word of the Council of Esteldín, Hannar told you that Dori, the emissary of the Longbeards of Erebor, had been captured by the Dourhands. Objective #1: Hannar told you that the Dwarves could not even consider coming to the Council of Esteldín, unless Dori was freed from the Dourhands. As an envoy of the Rangers, he told you that you must free him if you hope to have the support of the Dwarves at the Council. The Dourhands' camp where Dori is being held is west of Othrikar. Search the ruins for where Dori is being held. Objective #2: After escorting Dori to safety, he told you to return to Othrikar and speak to Hannar. Hannar can be found at the mines of Othrikar.</p>								
	Book 3: Chapter 5: Tending the Glade	29	Gildor Inglorion	Tier 4	Tier 3	Thenidmaib, Othigil	A Call to Elves	Might of the Elves
<p>OBJECTIVES: When you arrived at Lin Giliath, Gildor told you that the Orcs to the west are planning to move against the Elf-glade. Objective #1: Gildor told you that if the Uruk Drukordh were slain, the Lin Giliath would remain safe enough for him to come to the Council of Esteldín. You were warned not to confront the Uruk without the help of allies. Drukordh can be found in the deepest, most southern recesses of Nan Wathren. Objective #2: With the Uruk Drukordh slain, you should make your way back to Gildor and bring him this good news. Gildor can be found in Lin Giliath.</p>								
	Book 3: Chapter 6: The Defence of Trestlebridge	29	Halbarad	Tier 4	Tier 3	Cerygaim, Defender of Trestlebridge	A Call to Men	The Free Peoples of Trestlebridge
<p>OBJECTIVES: Upon returning from Trestlebridge with Nellie Boskin's refusal to join the Council, Halbarad informed you that a large force of Orcs was moving on Trestlebridge. Objective #1: Halbarad told you that the Orcs moving on Trestlebridge are from the more powerful Ongbúrz tribe. The townsfolk will not be able to defend against them alone. Halbarad instructed you to gather allies and return to him. Travel with Halbarad to Trestlebridge and aid in its defence. After speaking with Nellie, you will all run to defend the Trestlespan from waves of attacking orcs. Objective #2: At Halbarad's side, you helped defend Trestlebridge from the Orcs that sought to destroy it. At the conclusion of the battle, Nellie Boskins asked to speak with you. Nellie Boskins can be found in Trestlebridge.</p>								
	Book 3: Chapter 7: The Council Assembled	30	Halbarad	Tier 3	Tier 2	Snake-skin Locket, Thinker's Shoes, Deraldil, Rendail	The Dwarves Shall Come, Might of the Elves, The Free Peoples of Trestlebridge	—
<p>OBJECTIVES: The Elves, Men, and dwarves of the North Downs have all agreed to come to the Council of Esteldín, but Halbarad's chieftain has yet to be informed of the events that have transpired there. Objective #1: Halbarad has asked you to take word of the invasion of the North Downs to his chieftain, Aragorn, and to obtain his advice. Aragorn can be found in the Elf-refuge of Rivendell, which lies in the Trollshaws.</p>								

North Downs

Level 17
A Treacherous Plot

Level 20
Trestlebridge to Ost Guruth

Level 21
Bolster the Defenses
Low Food Stores
Spying on the Goblins

Level 22
An Unexpected Detour
Assisting Mincham
Felling Trees
Fighting Back
Kemp's Revenge
Kemp's Stash
More Business with Bears
The Scout Becomes the Hunter

Thinking Ahead

Level 23
All's Well
An Urgent Message
A Poor Guard
Fallen to the Wargs
Family Heirloom
Restoring the Founders' Book
Salvage a Wheel
Talbot Redeemed
The Founder's Book
Wargs of Annundir

Level 24
Defending the Bridge
Trotter's Task

Level 25
Dire News
Heritage of Gilmar
Long-horns
Orc-bounty
Spider-bounty
The Black-fire
The Last Farm
The Oathbreakers
The Orc Threat
The Search for Idalene
Treasures from the Fields
Vile Poison

Level 26
Corruption from Fornost
Defending the Herd

Guardians of the Glade
Inform Esteldin
Londrandir's Message
Orc Excursions
Provisions for the Glade
Scattered Belongings
Spider Gems
The Dream Voice
Warg-slayer

Level 27
Blunting the Spear
Insect Menace
Spider-queen
Spoiler Raid
The Bracelet's Past

Level 28

A Bird in the Hand
Bear-hunter
Feathered Foes
Grain-buyer
Grain-hunter
Half-orc Schemer
Mincham's Dream
Played-out
Ruins of Arthedain
Rune-kenner
Stop the Scouts
The Wayward Companion
Touch of Corruption
Winter Gloves

Level 29

A Call to Elves
A Call to Men
Birds of a Feather
Book 3: Foreword: Fires in the North (Epic)
Book 3: Chapter 1: Ranger of the Fields (Epic)
Book 3: Chapter 2: The Gates of Fornost (Epic)
Book 3: Chapter 3: Fallen Once More (Epic)
Book 3: Chapter 5: Tending the Glade (Epic)
Book 3: Chapter 6: The Defense of Trestlebridge (Epic)
Brew-master
Dourhand Plans
Herbs and Simples
Might of the Elves

Rescuing Vengeance
The Father-lode
The Free Peoples of Trestlebridge
The Lost Map
The Stolen Ornament

Level 30

A Call to Dwarves
A Symbol of Hope
Book 3: Chapter 4: Freeing Dori (Epic)
Book 3: Chapter 7: The Council Assembled (Epic)
Esteldin's Preparation

Food and Shelter
Hunting Wargs
Meat for the Hungry
Pulling Beards
The Dwarves Shall Come

Level 31

A Token of Worth
Caught in the Wake
Coat of Shadow
Common Blood
Fall of the Earth-kin
Heritage Restored
Pre-emptive Measures
Purging the Plains
Reclamation
Scouting the Ram Dúath
Warg-bounty

Level 32

Breaking the Front Lines
Deciphering the Black Speech
Disarming the Valley
Eliminating the Beasts
Forced into Service
Orders from the Front
Ravaging Orc-bounty
Shattering the Alliance
The Black Tide of Angmar
Warning Amon Raith
Word to Trestlebridge

Level 33

A Brother's Plea
Captains of the Black Tide
Destroying the Hatchery
Mother of the Valley
Orcs of the Blood Mountain
Rock-worms
The Troll-keeper
True Intentions
Valley of the Worms
Warg-master

Level 34

A Promise Fulfilled
A Request to the Earth-kin
Aurochs Mantles
Leathery Wings of the Drakes
Masters of the Black Siege
Scales of the Earthbound Foe
Seeking the Source
Siegecraft
Techniques of the Masters
Weakening the Tide

Level 35

Ending the Elder
Hill-men of the North
Master of the Black Tide
Plague-bearer of the North
Sealing the Pact
Siege-master
Staunching the Flow
Stopping the Siege
War and Famine

Level 36

Oakheart's Flight
The Forgotten Company

Level 37

Fell the Trolls

Level 39

A Leader Unveiled
Stem the Invasion

Level 40

Free the Fallen
Into the Ram Dúath



Level 41

A Collar for the King
Captain Riamul
Putting Down the Dead
The Iron Collar

Level 42

Beyond the Ram Dúath
The Darkness Within
The Shadow Falls

THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Bounder of Great Merit	10	Bounder	Tier 1	Tier 1	—	The Life of a Bounder (final), Join the Bounders	—
OBJECTIVES: You have proven to be a Bounder of great merit. Objective #1: You have been told to bring word of the many good deeds you have performed for the Shire-folk to Bodo Bunce. Second Shirriff Bodo Bunce is by Town Hole in Michel Delving.								
	A Few Pages Short	10	Wilimar Bolger	Tier 3	Tier 2	—	The Veiled Menace	The Menace Confronted
OBJECTIVES: The journal you brought back to Wilimar Bolger was missing many of its leaves, thanks to being shaken and torn by some wild beasts. Objective #1: Without the missing leaves, it will be impossible to determine who shot the arrow in Wilimar Bolger's door, nor why. Wilimar suspects that wolves tore the journal apart and has asked you to try to recover the leaves from them. Wolves can be found east of Budgeford.								

Quests: The Shire



THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Gift for the North	8	Ulfar	Tier 4	Tier 3	Ulfar's Shoulder Guards, Ulfar's Helmet, Ulfar's Robe, Ulfar's Leather Leggings, Olwir's Bane, Two-Handed Axe, Olwir's Foil	The Dwarves of Needlehole	The Dwarves of Needlehole
<p>OBJECTIVES: From the orders you found, Ulfar has learned that Olwir plans to capture a Stone-troll that stalks Rushock Bog and deliver it as a gift to the Dourhands in the north. The cow he stole from Filibert was bait to trap the creature. Objective #1: Ulfar has decided that Olwir's plan must be put to an end and has asked you to gather a party of warriors to accompany him to the camp. Once there, he plans to infiltrate the camp and slay any stone-troll Olwir's Dwarves may have captured. Talk to Ulfar to travel to the Dourhand camp. When you arrive, journey up the slope and fight the Dourhands. Ulfar will be wounded, and tell you to go on without him. At the Dourhand encampment atop the hill, fight Olwir to mid-health; at that point, he will release the stone-troll from its cage. The creature will defeat him and turn its attention to you—once you have slain the stone-troll, return to Ulfar to travel back to Needlehole. Objective #2: Having succeeded in your quest, you should return to Ulfar to tell him what happened. Ulfar is back in Needlehole.</p>								
	A Hidden Stash	9	Longo Burrow	Tier 3	Tier 2	Took's Shirt, Fried Mushrooms	Longo's Leaf-waggon	Leaf in Woodhall
<p>OBJECTIVES: Gerebert Took's journal revealed that Gerebert had accepted a dare to hide in one of Longo Burrow's leaf-waggons. Esilia Took asked you to help search for her cousin. Objective #1: Esilia Took asked you to speak with Longo Burrow about her cousin Gerebert. Longo demanded that you perform a favour for him before he would talk. He told you that his leaf was in high demand, but that his current crop wasn't ready for harvesting yet. He instructed you to retrieve a barrel of pipe-weed that he hid in a bear den during the winter. The bear dens are to the south of Longo Burrow's farm. Objective #2: Longo Burrow agreed to tell you what he knew of Gerebert in exchange for a barrel of leaf he hid in a bear den. On bringing it back, though, Longo revealed that he didn't know anything about Gerebert. You should return to Esilia Took and let her know. Objective #3: Esilia Took can be found in the centre of Tuckborough.</p>								
	A Sack of Feed	9	Belco Brockhouse	Tier 3	Tier 2	—	The Founding Writ	—
<p>OBJECTIVES: Belco Brockhouse found a copy of the Founding Writ of the Shire, but will not give it up until he has received some services in return. Objective #1: Travel to the Grange in Hobbiton, just across the bridge on the way to Bag End, and collect the sack that Belco wants. Objective #2: Carry the sack back to Belco before time runs out. You won't need to avoid any Hobbits, but avoid any water—if you start to swim, the sack will be ruined and you will need to go to the Grange to get another.</p>								
	A Salve for Stings	9	Polo Proudfoot	Tier 3	—	—	Honey-bears	Long Live the Queen
<p>OBJECTIVES: Farmer Polo Proudfoot needs new bee queens to replace the ones killed by bears. Before you can go hunting wild hives, you'll need to get a salve to protect yourself from bee stings. Objective #1: Before you can collect new queen-bees for Farmer Proudfoot, you will need to obtain the means to protect yourself from the stings of the wild bees. Proudfoot told you to get a special balm from Gammer Boffin. Gammer Boffin is in Overhill, some considerable distance north of Tuckborough, on the other side of Hobbiton. Objective #2: Before you can hunt new queens for Farmer Proudfoot's hives, he sent you to Gammer Boffin to get some salve to protect you from the stings of the wild bees; however, Gammer Boffin does not have all the ingredients she needs to prepare the salve. She has asked you to collect four toad-stones for the salve. Toads can be found in Rushock Bog, west of Overhill, beyond Hobbiton, and also in the marsh just north of Frogmorton. Gammer Boffin is in Overhill, a town nestled in the Bindbole Wood.</p>								
	A Taste for Pork	9	Linda Bolger	Tier 3	Tier 2	Bolger's Hooded Cloak, Pork Sausage	—	Howling at Midnight
<p>OBJECTIVES: Linda Bolger of Budgeford is worried about a pack of wolves that have invaded the Shire and fears her pig farm will soon be attacked. Objective #1: Linda Bolger came to Budgeford looking for someone to help with the wolf problem. She has asked you to speak with her husband, Milo. Milo Bolger is at a farm east of Budgeford, keeping an eye on the wolves in the nearby ruins. Objective #2: Linda Bolger sent you to speak with her husband, Milo, in regards to the wolves that have entered the Shire. Milo asked you to thin the pack before they can become a greater threat. Eight wolves will be enough, but beware of the Elite warg that prowls within the ruins east of Milo; you will need to fight him in a later quest, but for now you are better off steering clear of him and concentrating on the easier wolves. The wolves can be found east of Milo and Linda Bolger's farm, among the ruins. Objective #3: Milo will be pleased to hear that you have reduced the number of wolves the hobbits of Budgeford will need to deal with. Milo Bolger is keeping an eye on the wolves east of Budgeford.</p>								
	A True Friend of Holly Hornblower	1	Holly Hornblower	—	Tier 2	"Pie-runner" Title, five of Holly's pies, recipe for Holly's pies	No Place for Spoiled Pies	—
<p>OBJECTIVES: You have run all over the Shire helping to return spoiled pies to Holly Hornblower—no small feat! Once you have completed all of the spoiled pie deliveries, don't forget to talk to Holly again, even if she doesn't display a quest ring—she'll have a special reward for you! Objective #1: Holly has decided to give you one of her pie recipes and is waiting to speak with you. Holly Hornblower is north of the main square of Hobbiton.</p>								
	A True Friend to the Quick Post	1	Postmaster Proudfoot	—	Tier 2	"Of the Quick Post" Title, Postmaster's Cloak	Restoring the Quick Post	—
<p>OBJECTIVES: You have helped to restore the good name of the Quick Post, and Postmaster Proudfoot is delighted at what you have done. Once you have completed all of the mail deliveries, don't forget to talk to Postmaster Proudfoot again, even if he doesn't display a quest ring—he'll have a special reward for you! Objective #1: Postmaster Proudfoot has asked you to speak with him about something. Postmaster Proudfoot is in Michel Delving, near the Town Hole.</p>								



THE SHIRE								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Adelard's Chapter	7	Pervinca Took	Tier 3	Tier 2	Finder of Yearbooks, Mushroom Pie	—	—
<p>OBJECTIVES: Pervinca Took made the mistake of helping her cousins Isembard and Imbert play a trick on the aged Adelard Took. Pervinca sneaked off with the chapter he wrote for the Yearbook of Tuckborough, and Isembard hid it. Objective #1: Pervinca asked you to find her cousins Isembard and Imbert, who went to retrieve Adelard's chapter of the Yearbook, and see what is taking him so long. Pervinca thought her cousins Isembard and Imbert Took could be found near the Great Willow east of the Great Smials in Tuckborough. When you speak with Isembard and Imbert, prepare for combat—first you'll need to fight off several clouds of bees, and then several bears will come to investigate! After fending them off, you will receive the satchel for delivery to Pervinca. Objective #2: Having survived Isembard's grand idea for getting the satchel with Adelard's chapter down from the tree, you finally have the chapter in hand to bring back to Pervinca. Bring Adelard's chapter back to Pervinca Took in the Great Smials.</p>								
	Bandages for Callum	10	Wilimar Bolger	Tier 3	Tier 2	Callum's Mace, Callum's Bow, Callum's Staff	The Menace Confronted	—
<p>OBJECTIVES: Reading further in the journal, Wilimar has begun to sympathize with Callum, the Hill-man who swore to kill him. Learning of Callum's hard-fought life in a realm far in the north, he has decided to aid Callum and help him with the wound he suffered from the wild boar. Objective #1: Wilimar has decided to provide Callum with bandages for his wound, but to aid in his healing, he wants to soak the bandages in an unguent made from prickly broom leaves. He has asked you to gather these leaves for him. Prickly broom grows along the Water, south-east of Budgefurd. Wilimar Bolger can be found near his hole on the north-west side of Budgefurd. Objective #2: With the prickly broom leaves you gathered, Wilimar was able to prepare an unguent in which to soak the bandages. In addition to giving the bandages to Callum, Wilimar has asked you to tell Callum that he holds no malice against him and hopes he will do the same. Callum's camp is on the far west side of the Frogmoors, west of Budgefurd and north of Frogmorton.</p>								
	Bears on the Greenfields	10	Bodo Goodbody	Tier 3	Tier 2	Goodbody's Axe, Mushroom Pie	—	—
<p>OBJECTIVES: Something has caused the bears on the Greenfields to become more aggressive recently, and Bodo Goodbody is worried that it is not safe to walk there anymore. Objective #1: Bodo Goodbody has asked you to discourage the bears from roaming the Greenfields, in hopes that it will once again become safe for people to go there. Ten bears should be enough. If you do not see many bears, defeating the other creatures on the Greenfields will encourage more bears to appear. Bears can be found on the Greenfields, north of Brockenborings. Objective #2: Bodo Goodbody sent you to discourage the bears from roaming the Greenfields. He will be pleased to learn that you have reduced the threat. Bodo Goodbody is in Brockenborings, looking out over the Greenfields.</p>								
	Belco's Writ	9	Belco Brockhouse	Tier 2	—	Writ Finder's Sword, Writ Finder's Greatsword	Old Sally, A Sack of Feed, Shore Up the Fence	—
<p>OBJECTIVES: After helping him out around the farm, Belco Brockhouse has finally given you the copy of the Founding Writ of the Shire he found among his mother's things. Objective #1: Belco Brockhouse, satisfied with your services, exhorted you to take his copy of the Founding Writ directly to Keeper Brombard Foxtail. He has no desire to see it end up in the hands of Adelard Took. Brombard Foxtail is at the Mathom-house in Michel Delving.</p>								
	Brimstone and Sparks	9	Hyacinth Took	Tier 3	Tier 3	—	The Big Black Bear	By Hook or By Crook
<p>OBJECTIVES: Since Lobelia Sackville-Baggins paid to acquire the ingredients for her fireworks, Hyacinth Took has recruited you to help her gather them. Objective #1: Hyacinth only needs brimstone and iron filings to get to work on Lobelia Sackville-Baggins' fireworks. She suggested you could obtain them from Onar, a Dwarf-merchant. The Dwarf-merchant Onar is in the hamlet of Needlehole in the north-west corner of Rushock Bog. Objective #2: Hyacinth Took sent you to Needlehole to acquire brimstone and iron filings from the Dwarf-merchant Onar. Onar made a quick and fair trade and has sent you back to Hyacinth with her parcels. Hyacinth Took is in Tuckborough, near the Great Smials. Objective #3: With your help, Hyacinth Took now has all she needs to begin work on Lobelia Sackville-Baggins' fireworks. She told you to return to Lobelia and let her know the fireworks will be done in three months. Lobelia Sackville-Baggins is at her home at Bag End in Hobbiton.</p>								
	Brockenborings to Bree-town	10	Bounder	Tier 1	Tier 1	—	—	—
<p>OBJECTIVES: The time has come for you to venture beyond the borders of the Shire and to find your fortune in the town of Bree. You may want to finish all of your quests in the Shire before you travel to Bree, as there will be plenty to do in Bree once you get there and you may level past your existing shire quests. Objective #1: The Bounder suggested you might find your fortune in the town of Bree. Travel east along the road to Bree. Speak to the Mayor once you arrive.</p>								



MAIL DELIVERY QUESTS

Hobbits are a peaceful folk, and like nothing better than the comforts of home; the safe delivery of the mail is near the top of their list of priorities. When you choose to help with any of their mail deliveries, you will pick up a mail satchel and then have a time limit to get that satchel to the correct destination. However, it's not that simple: if you get seen by a Nosey Hobbit (often found patrolling through the various towns of the Shire), you will be interrupted and fail the delivery! Nosey Hobbits show up on your radar-map, so if you pay attention to their locations, you can chart a course to the Postman to whom you must deliver the mail. Avoid deep water, as well - if you start to swim, you will fail the delivery as well (the mail satchel gets wet and the letters within are ruined!). If you wish to go for maximum efficiency, the mail deliveries form two loops, with the second loop of deliveries opening up once you have completed most of the first. Here is the sequence:

Little Delving to Michel Delving to Waymeet to Needlehole to Michel Delving to Tuckborough to Hobbiton to Overhill to Bywater. Now you must complete Inspire Postman Oddfoot, which takes you to Frogmorton, and the deliveries resume: Frogmorton to Woodhall to Stock (the Postman is not in Stock proper; look for him closer to the bridge) to Budgeford to Scary to Brockenborings.

Once you have completed them all, return to Postmaster Proudfoot in Michel Delving and speak to him *twice*; once to

THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Bundle for Brockenborings (from Scary)	12	Postman Digswell	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Digswell of Scary has asked you to deliver a satchel to Brockenborings.								
	Bundle for Budgeford (from Stock)	10	Postman Smallburrow	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Smallburrow of Stock has asked you to deliver a satchel to Budgeford.								
	Bundle for Bywater (from Overhill)	9	Postman Boffin	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Boffin of Overhill has asked you to deliver a satchel to Bywater.								
	Bundle for Hobbiton (from Tuckborough)	8	Postman Took	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Took of Tuckborough has asked you to deliver a satchel to Hobbiton.								
	Bundle for Michel Delving (from Little Delving)	5	Postman Newbuck	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Newbuck of Little Delving has asked you to deliver a satchel to Michel Delving.								
	Bundle for Michel Delving (from Needlehole)	8	Postman Redsmith	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Redsmith of Needlehole has asked you to deliver a satchel to Michel Delving.								
	Bundle for Needlehole (from Waymeet)	7	Postman Twofoot	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Twofoot of Waymeet has asked you to deliver a satchel to Needlehole.								
	Bundle for Overhill (from Hobbiton)	9	Postman Grubb	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Grubb of Hobbiton has asked you to deliver a satchel to Overhill.								



THE SHIRE								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Bundle for Scary (from Budgeford)	11	Postman Bolger	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Bolger of Budgeford has asked you to deliver a satchel of mail to Scary.								
	Bundle for Stock (from Woodhall)	10	Postman Spinner	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postman Spinner of Woodhall has asked you to deliver a satchel to Stock.								
	Bundle for Tuckborough (from Michel Delving)	8	Postmaster Proudfoot	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postmaster Proudfoot of Michel Delving has asked you to deliver a satchel to Tuckborough.								
	Bundle for Waymeet (from Michel Delving)	6	Postmaster Proudfoot	Tier_2	Tier_2	—	Bundle Quests	—
OBJECTIVES: Postmaster Proudfoot of Michel Delving has asked you to deliver a satchel to Waymeet.								
	Bundle for Woodhall (from Frogmorton)	10	Postman Oddfoot	Tier_2	Tier_2	—	Bundle for Bywater (from Overhill), Inspire Postman Oddfoot	—
OBJECTIVES: Postman Oddfoot of Frogmorton has asked you to deliver a mail satchel to Woodhall.								
	By Hook or By Crook	9	Lobelia Sackville-Baggins	Tier 2	—	—	Brimstone and Sparks	Flare For Danger
OBJECTIVES: Lobelia insists on fireworks for her birthday party. The only possible way to get them in time for her party is to recover the fireworks stolen from Hyacinth Took. Objective #1: Since it will be three months before Hyacinth Took can have more fireworks ready for Lobelia Sackville-Baggins, a month too late for her party, Lobelia instructed you to speak with Robin Smallburrow about recovering Hyacinth's stolen fireworks. Shirriff Robin Smallburrow can be found inside the Ivy Bush in the centre of Hobbiton. Objective #2: Lobelia Sackville-Baggins sent you to speak with Robin Smallburrow about Hyacinth Took's stolen fireworks, but Shirriff Smallburrow told you the matter was outside of his jurisdiction. He suggested you speak with Paladin Took, Thain of the Shire. The Thain can be found at the Great Smials in Tuckborough, south of Hobbiton.								
	Calling for Charcoal	9	Hyacinth Took	Tier 2	—	—	Wolves in the Fields	The Big Black Bear
OBJECTIVES: Since Lobelia Sackville-Baggins paid to acquire the ingredients for her fireworks, Hyacinth Took has recruited you to help her gather them. Objective #1: Hyacinth Took appreciated the saltpetre you brought back with you, though she chided you for letting Cam Puddifoot talk you into hunting wolves for him. Now she has asked you to speak with Hart Holeman about the charcoal she needs. Hart Holeman is at his home in the centre of Overhill.								
	Cloak of the Black Rider	10	Odovacar Bolger	Tier 3	Tier 3	—	Spectre of the Black Rider	Fate of the Black Rider
OBJECTIVES: Odovacar Bolger has sent you to pursue the so-called Black Rider who has been stalking his pig sties by night. Objective #1: Odovacar Bolger told you that one of his neighbours, Cam Puddifoot, reported the Black Rider on his land, being chased by wolves. Odovacar has asked you to go look for the horseless "Rider." The "Black Rider" was seen in Cam Puddifoot's fields, east of Budgeford. Objective #2: Odovacar Bolger sent you to search Puddifoot's fields for signs of the Black Rider, but all you found was a ruined black cloak. You should bring the cloak back to Odovacar. Odovacar Bolger is at his home up the hill in the centre of Budgeford.								
	Close Up Their Burrows	5	Ruby Primstone	Tier 3	Tier 2	Primstone's Cloak, Primstone's Shield	—	—
OBJECTIVES: The shrew population near Michel Delving has increased tremendously recently, and Ruby Primstone wants the Bounders to do something about it. Objective #1: Ruby Primstone is upset by the ruination of the greenery caused by the shrews and wants you to close up some of their burrows. There are shrew burrows to the east of Michel Delving, east of the South Fields. Objective #2: Ruby will be pleased to hear that you have closed some of the shrew burrows near the town. Ruby Primstone is in Michel Delving, at her home south-east of the statue of Marcho and Blanco in the centre of town.								
	Confront the Old Took	9	Adelard Took	Tier 2	—	Sharpened Dagger, Tookish Earring	The Last of the Fireworks	—
OBJECTIVES: Nothing you have done for Adelard Took has appeared to have any effect whatsoever on the "ghost" in Adelard's library. Objective #1: After all else failed, Adelard Took has asked you to enter his library and confront the ghost of the Old Took. The ghost's presence is strongest in the far corner of Adelard's library, near the small bookshelf. Objective #2: In confronting the "ghost" in Adelard Took's library, you discovered that it was nothing more than a squirrel hiding behind the bookcase. You should tell Adelard that it is safe to return to his library. Adelard Took is outside the library in the Great Smials.								

Quests: The Shire



THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Daffodil is Missing	8	Filibert Bolger	Tier 2	—	—	—	Tell Bounder Chubb
<p>OBJECTIVES: Filibert Bolger told you that his cow, Daffodil, has gone missing, and he suspects that a Dwarf named Olwir stole her. Objective #1: Filibert suspects that Olwir took Daffodil out into Rushock Bog somewhere. He suggested you start searching at Troll's Knoll. Troll's Knoll is in Rushock Bog, south-east of Needlehole. Objective #2: As you searched Troll's Knoll on behalf of Filibert Bolger, you came across the corpse of a cow. A closer examination of the cow should reveal if it is Filibert's cow, Daffodil. Objective #3: In your examination of the dead cow you found atop Troll's Knoll, you came across a bell. Perhaps Filibert Bolger will be able to tell from the bell whether the cow you found was his Daffodil. Filibert Bolger can be found on the north side of Needlehole.</p>								
	Distant Dangers	11	Ponto Hornblower	Tier 3	Tier 2	Hornblower's Feet, Stuffed Cabbage	—	—
<p>OBJECTIVES: Ponto Hornblower of Brockenborings is concerned about the appearance of goblins in the Shire and wants to protect his grazing rights on the Greenfields. Objective #1: Ponto Hornblower is afraid that he might be attacked from a distance by goblins throwing spears, if the rumours prove true, and has asked you to remove that threat. Spear-wielding goblins can be found in the north Greenfields, especially at the goblin-camps to the northeast and northwest. Objective #2: Rumours of goblins in the Greenfields had Ponto Hornblower concerned for his safety and the safety of his sheep. He had asked you to make sure there were no spear-wielding goblins in the fields. You found many, but managed to dispatch them without too much trouble. You should let Ponto know it should be safe for him to return to the Greenfields, though tact may be required to avoid panicking the Shire-folk. Ponto Hornblower is in Brockenborings, near the centre of town.</p>								
	Eggs for Gammer Tunnely	8	Farmer Sandson	Tier 3	Tier 2	Egg Delivering Gloves, Sturdy Club	Eggs for Holly Hornblower	—
<p>OBJECTIVES: Due to his bad leg, Farmer Sandson cannot deliver the eggs Gammer Tunnely in Tuckborough is waiting for. Objective #1: When you returned from delivering the eggs to Holly Hornblower, he asked you to make another delivery to Gammer Tunnely in Tuckborough. Be careful that the rooster doesn't see you with the eggs, as he will let out a call that will upset the hens. The rooster will appear as an icon on your radar-map; be sure to remain a safe distance away from it! Gammer Tunnely can be found in the centre of Tuckborough. Objective #2: Gammer Tunnely was grateful for the eggs. You should return to Farmer Sandson and let him know the eggs were delivered without incident.</p>								
	Eggs for Holly Hornblower	6	Farmer Sandson	Tier 2	—	—	Making the Rounds	Eggs for Holly Hornblower
<p>OBJECTIVES: Due to his bad leg, Farmer Sandson cannot deliver the eggs Holly Hornblower in Hobbiton is waiting for. Objective #1: Pick up the egg basket and carry it to Holly Hornblower in Hobbiton. Be careful that the rooster doesn't see you with the eggs, as he will let out a call that will upset the hens. The rooster will appear as an icon on your radar-map; be sure to remain a safe distance away from it! Holly Hornblower's house is in Hobbiton, behind The Ivy Bush. Objective #2: Holly Hornblower was grateful for the eggs. You should return to Farmer Sandson and let him know the eggs were delivered without incident. Farmer Sandson is at his farm, west of Waymeet.</p>								
	Fallen Apples	7	Gaffer Gamgee	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Gaffer Gamgee was dismissed from his duties as the gardener of Bag End by the Sackville-Bagginses. Before his dismissal, he was in the midst of gathering apples from the orchard but never had a chance to finish. Objective #1: Gaffer Gamgee has asked you to do a little gardening on his behalf by gathering the fallen apples from Bag End's orchard, certain that the Sackville-Bagginses will not chase off a Bounder. The Bag End apple orchard is just to the west of Bag End. When you arrive at Appledores, move methodically from tree to tree, looking for the piles of apples. It helps to have a system, or you will lose track of which sections of the orchard you have already searched. Objective #2: You should bring Gaffer Gamgee the apples you were able to salvage from the apple piles. Gaffer Gamgee is outside his home on Bagshot Row at the foot of the Hill in Hobbiton.</p>								
	Fate of the Black Rider	10	Odovacar Bolger	Tier 3	Tier 3	Bolger's Leggings, Bolger's Robe	Cloak of the Black Rider	—
<p>OBJECTIVES: Odovacar Bolger is certain the mystery of the trespasser in black will soon be resolved. Objective #1: Odovacar Bolger has lent you the services of his hound, Veronica, to track down the mysterious "Black Rider." He told you to follow Veronica wherever she lead, and she would find the trespasser. Objective #2: Veronica will lead you to Greta Fallohide. Could she be the mysterious "Black Rider?" Greta Fallohide is in Budgeford. Objective #3: Odovacar Bolger's hound, Veronica, led you to Greta Fallohide, who told you she made the cloak for her nephew, Fogo. Fogo Fallohide is very likely the "Black Rider." You should seek him out. Fogo Fallohide can be found at The Golden Perch in Stock, south-east of Budgeford. Objective #4: You should return to Odovacar Bolger and let him know what you learned about the "Black Rider." Odovacar Bolger can be found at his home in the centre of Budgeford north of his pig sties.</p>								
	Finding the Nest	8	Otho Broadbelt	Tier 3	Tier 3	—	Spider Plague	Untangled Webs
<p>OBJECTIVES: Otho is concerned that the spiders infesting his waggon seem to have run off. They may now be a danger elsewhere in the Shire. Objective #1: Otho thinks that the Shirriffs should be made aware of the danger the spiders may pose and has asked you to speak with Robin Smallburrow, the Shirriff in Hobbiton. Robin Smallburrow can be found at The Ivy Bush Inn in the centre of Hobbiton. Objective #2: Otho Broadbelt sent you to speak with Robin Smallburrow about the spiders, but the Hobbiton Shirriff had already received reports about the creatures in Bindbole Wood. Shirriff Smallburrow has asked you to kill as many of the spiders as you can, but also to find their nest. There may be spiders in the Bindbole Wood, north and north-west of Overhill, and the nest itself is at Lob's Grove, northwest of the town; you will know it from the tangled webs at the entrance. Objective #3: Shirriff Smallburrow sent you to deal with the spider threat in Bindbole Wood and to discover the location of their nest. You should report back to Robin Smallburrow with news of your success. Robin Smallburrow can be found in the Ivy Bush in the centre of Hobbiton.</p>								



THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Flare For Danger	11	Thain Paladin Took II	Tier 4	Tier 4	Firework Starter, Paladin's Spear, Hammer of the Tools	By Hook or By Crook	The End of the Matter
<p>OBJECTIVES: Paladin Took is certain that a band of brigands stole Hyacinth's fireworks and is planning to use them for harmful purposes. Objective #1: Shirriff Robin Smallburrow sent you to speak with Paladin Took, the Thain of the Shire, about Hyacinth's stolen fireworks. The Thain suggested that they may have been stolen by a band of ruffians camped in the Marish and sent you to destroy the fireworks. The brigand encampment is at Narrowcleeve, the heights in the south-west part of the Marish, not far from Woodhall. You can enter the camp by crossing a ford near the brink of a waterfall. If you are careful, you can avoid fighting every brigand in the camp and still manage to set off the fireworks. When you do, many of the brigands will be too distracted to fight. Objective #2: The Thain, Paladin Took, sent you to destroy Hyacinth Took's stolen fireworks at a brigand encampment. With victory in hand, you should return to the Thain at once. The Thain is at the Great Smials in Tuckborough.</p>								
	Free the Tree	9	Walking-tree	Tier 3	—	Smallburrow's Gloves, Old Forester's Axe, Tree Shield	Web-cutter	—
<p>OBJECTIVES: You found the fabled "walking tree" that Gammer Boffin told you about, and it appears to be entrapped by the spiders. Objective #1: Gammer Boffin's draught is almost spent, but there appears to be just enough left to help weaken the webs binding the tree. The tree will begin to walk out of Lob's Grove, and you must fight off the spiders that attack it. The tree is quite strong, but keep an eye on its health and do what you can to fend off the attacking spiders. Objective #2: With the aid of Gammer Boffin's draught, you cleared the way to the nest and managed to rescue a walking tree, while dealing with the spiders. Shirriff Smallburrow will want to hear your tale. Shirriff Robin Smallburrow is in the Ivy Bush in the centre of Hobbiton.</p>								
	Gerebert Misses a Meal	8	Esilia Took	Tier 3	Tier 2	—	—	Longo's Leaf-waggon
<p>OBJECTIVES: A while ago, Esilia Took had made plans with her cousin, Gerebert, to share a meal, but he has not shown up. As Gerebert is not one to miss a meal, Esilia is terribly concerned. Warning! If you are trying to collect the Undefeated titles, take note that while this quest is not marked as requiring a fellowship, Gerebert's house is full of rats, and they can overwhelm a solo adventurer who blunders into them unawares. A fellowship should have no trouble, but unless you are really lucky (and someone else has cleared the rats), this will be very difficult to solo. Objective #1: Esilia has asked you to go to Gerebert Took's house and learn why he is late for dinner. Gerebert Took's house is west of Tuckborough, at the end of the road. Objective #2: The inside of Gerebert Took's home is empty and unused. You should search the house for some information that will explain where Gerebert has gone. Objective #3: As you entered Gerebert Took's bedroom, you spotted a journal on a table on the other side of the room. It may contain clues as to where Gerebert has gotten off to. You should take it to Esilia Took. Esilia Took can be found near the centre of Tuckborough.</p>								
	Ghost of the Old Took	9	Adelard Took	Tier 3	Tier 2	—	—	—
<p>OBJECTIVES: Adelard Took's library in the Great Smial is being troubled by a "spirit", which he believes is the ghost of the Old Took. Objective #1: Adelard believes the ghost of the Old Took is upset by the troubles darkening the Shire of late, especially the recent aggressiveness of the bears. He has asked you to bring him a few bear pelts to prove to the Old Took that all is well in hand. Bears can be found in the woods east of Tuckborough. Adelard will go into the library and come back out; be sure to wait for him, as he'll have another quest for you.</p>								
	Hiders and Seekers	5	Rollo Newbuck	Tier 2	Tier 2	—	—	The Top Hiding-Place
<p>OBJECTIVES: Rollo Newbuck has been asked to play Hiders and Seekers with his friends, Daisy and Polo Brockhouse, but their unimaginative hiding places have made him lose interest in the game. Objective #1: Rollo Newbuck is playing Hiders and Seekers with his friends, but they always hide in the same places, and he is tired of pretending to be surprised every time he finds them. Polo Brockhouse is hiding behind the carved wooden statue of Marcho and Blanco in the centre of Michel Delving. His sister Daisy is hiding south-east of the carving, in the bushes to the right of Peony Grubb's home. Objective #2: Rollo is waiting to hear that you found Polo and Daisy Brockhouse. Rollo Newbuck is north of the carved statue of Marcho and Blanco at the centre of Michel Delving, within the circle of hedges that surround Town Hole.</p>								
	Hobbiton Watch	6	—	Tier 1	Tier 1	—	—	—
<p>OBJECTIVES: Second Shirriff Bunce believes you should become acquainted with the other Shirriffs and Bounders. Objective #1: Second Shirriff Bunce has sent you to talk with Shirriff Robin Smallburrow. You can find Shirriff Smallburrow inside the Ivy Bush in the middle of Hobbiton. Hobbiton is northeast of Michel Delving.</p>								
	Honey-bears	9	Polo Proudfoot	Tier 3	Tier 3	Fine Dagger, Eggs and Onions	—	A Salve for Stings
<p>OBJECTIVES: Farmer Polo Proudfoot has had trouble with bears raiding his beehives and killing his bees. Objective #1: Farmer Proudfoot closed his hives to protect his bees from marauding honey-bears, but they cannot be kept closed or harm will still come to his bees. He has asked you to fend off any bears that are drawn to the honey. The bears spawn towards the top of the hill and begin moving down towards the beehives. The farther away you can fight the bears, the better. Now that you've driven off the bears, talk to Polo Proudfoot again for your reward.</p>								

Quests: The Shire



THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Howling at Midnight	9	Milo Bolger	Tier 3	Tier 2	—	A Taste for Pork	The Secret of the Collar
<p>OBJECTIVES: According to Milo Bolger, the wolves in the ruins were heard fighting among themselves one night. When the fighting ended, a large number of wolves ran through Budgeford, but did no harm to anyone. Objective #1: Milo Bolger told you that his wife, Linda, had been caught outside when the wolves ran through Budgeford. He told you to go speak with her to learn more. Linda Bolger is in Budgeford, on the road furthest down the hill. Objective #2: Milo Bolger asked you to speak with his wife, Linda, about the strange encounter she had with the wolves in the middle of Budgeford. Linda did not have much more to reveal, other than to ask you to investigate the Yale-height, where she saw a large and evil-looking wolf digging in the soil on the night the wolves ran through Budgeford. The Yale-height is a far distance south-east of Budgeford, beyond Stock Road, not far northeast of Woodhall. The hill is marked by three pillars atop its pinnacle. Objective #3: Linda Bolger sent you to investigate the Yale-height, where she claimed to have seen a great, evil-looking wolf digging in the ground. During your search you discovered a strange, rune-inscribed collar. You should take the collar to Linda and see if it means anything to her. Linda Bolger is in Budgeford, on the road furthest down the hill.</p>								
	Inspire Postman Oddfoot	9	Postman Cotton	Tier 1	—	—	Bundle for Bywater (from Overhill)	—
<p>OBJECTIVES: Postman Cotton is delighted that you are helping the Quick Post service regain its reputation for speedy delivery of the mail and wants you to bring word of your efforts to Postman Oddfoot of Frogmorton, who has been rather depressed of late. Warning! If you haven't been doing the mail deliveries in their natural order (as they form a series of two loops, one leading into the next), you might have exhausted the available deliveries and not know where to go next. If so, make sure that you have done Bundle for Bywater (from Overhill)—if you have, then Inspire Postman Oddfoot will become available and once you complete it you will have another mail delivery to do: Bundle for Woodhall (from Frogmorton). Objective #1: Postman Cotton is concerned for his friend Oddfoot and wants you to bring word of your efforts to revitalize the Quick Post service in hopes that it will cheer him up. Postman Oddfoot is in Frogmorton, east of Bywater.</p>								
	Join the Bounders	5	Bounders of the Watch	Tier 2	Tier 2	—	—	—
<p>OBJECTIVES: In order for you to help the Hobbits of the Shire, you will need to join the Bounders of the Watch. Objective #1: You should speak to the Second Shirriff of the Shire Watch, Bodo Bunce, in Michel Delving, if you wish to join the Bounders. Second Shirriff Bunce can be found outside Town Hole in Michel Delving.</p>								
	Leaf in Woodhall	9	Esilia Took	Tier 2	—	—	A Hidden Stash	Longo's Missing Waggon
<p>OBJECTIVES: Longo Burrow was of no help in discovering what has become of Gerebert Took, but Esilia thought of someone else you could speak with. Objective #1: Since Longo Burrow was unhelpful in learning Gerebert's location, Esilia asked you to speak with Rollo Boffin. Since Rollo oversees much of the pipe-weed that passes through Woodhall, and Gerebert hid on a waggon carrying leaf that was travelling to the east, he may know something about Gerebert. Rollo Boffin is in Woodhall, east of Tuckborough on the Stock Road.</p>								
	Lobelia's Fireworks	9	Lobelia Sackville-Baggins	Tier 2	Tier 2	—	—	Seeking Saltpetre
<p>OBJECTIVES: Lobelia Sackville-Baggins is planning a birthday party for herself grand enough to outshine that of Bilbo Baggins several years before. She wants fireworks worthy of her efforts. Objective #1: Lobelia Sackville-Baggins has heard that Hyacinth Took knows the art of making fireworks and asked that you place an order for her biggest and brightest. Hyacinth Took is in Tuckborough, west of the Great Smials. Objective #2: Lobelia Sackville-Baggins sent you to order fireworks from Hyacinth Took, but Hyacinth informed you that she was out of both fireworks and the materials to make them. She told you to return to Hobbiton and make sure Lobelia will be expected to pay for the materials, if she still wants fireworks. Lobelia Sackville-Baggins is at her home at Bag End in Hobbiton. Objective #3: Hyacinth Took sent you back to Lobelia Sackville-Baggins to request payment for the ingredients to make her fireworks. Lobelia reluctantly agreed and gave you a coinpurse to take back to Hyacinth. Hyacinth Took is west of the Great Smials in Tuckborough.</p>								
	Lobelia's Pie	6	Holly Hornblower	Tier 3	Tier 2	—	Pie for The Green Dragon	—
<p>OBJECTIVES: Opal Goodbody, who is helping organize Lobelia's upcoming party, has been bothering Holly Hornblower to deliver a pie for the party. Objective #1: When you returned from delivering a pie to The Green Dragon, Holly Hornblower had another delivery task waiting for you: she has asked you to take the pie she baked for Lobelia Sackville-Baggins's birthday party to Opal Goodbody at the Party Field in Hobbiton, south of Bag End and north of the town proper. Make sure that no hungry hobbits catch a whiff of the pie, or they will be pestering Holly for a slice! Opal Goodbody is at the Party Field, north of Hobbiton and south of Bag End. Objective #2: When you delivered the pie to Opal Goodbody, she tasted it and found that it tasted awful. She demanded a new one from Holly Hornblower. You should return to Holly at once. Holly Hornblower can be found north of the main square of Hobbiton and south of the Party Field.</p>								
	Long Live the Queen	10	Gammer Boffin	Tier 3	Tier 4	Beekeeper's Hood, Beekeeper's Robes, Hive Tending Boots	A Salve for Stings	—
<p>OBJECTIVES: Polo Proudfoot needs new queens for his hives to replace the ones killed by the honey-bears. Objective #1: Farmer Proudfoot sent you to Gammer Boffin in Overhill to obtain some balm to keep off the bees, so you can collect a hive for him. Gammer Boffin warned you that the salve will not last long, so you will need to collect the hive as soon as possible and take it to Polo Proudfoot. Farmer Proudfoot is guarding his hives in the meadow south-east of Tuckborough. The wild beehives you are looking for are in a bear-infested area further south-east past the meadow. Objective #2: Polo Proudfoot would like to take a moment to thank you for your efforts.</p>								



THE SHIRE





Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Longo's Leaf-waggon	8	Esilia Took	Tier 2	—	—	Gerebert Misses a Meal	A Hidden Stash
<p>OBJECTIVES: Esilia Took discovered from her cousin's journal that Gerebert was dared to hide on the waggon of a local pipeweed farmer, Longo Burrow, as it went east. She is becoming more concerned, as the entry in the journal was written some time ago, and Longo Burrow's farm is not that far away. Objective #1: Upset greatly by her cousin's disappearance, Esilia Took has asked you to speak with Longo Burrow to learn if he has seen Gerebert. Longo Burrow is at his farm on the Stock Road, east out of Tuckborough.</p>								
	Longo's Missing Waggon	10	Rollo Boffin	Tier 2	—	—	Leaf in Woodhall	Old Odo's Leaf-Farm
<p>OBJECTIVES: Rollo Boffin, who oversees the leaf-waggons that come through Woodhall, mentioned that one of Longo Burrow's waggons did go missing a while ago and thinks that perhaps it is related to the disappearance of Gerebert Took. Objective #1: Rollo Boffin did not have any information specifically about Gerebert Took, but now wonders if Gerebert's disappearance and the disappearance of Longo Burrow's waggon are somehow connected. He has asked you to go search a clearing just off the Stock Road for any sign of the missing waggon. Longo's waggon may be at the Stock Road clearing due west of Woodhall, by the Wellbridge. Objective #2: Your search of the Stock Road clearing has led you to an abandoned waggon. You should search it to see if it was Longo's waggon or if it contains any clues as to where Gerebert might be. Objective #3: At the Stock Road clearing, you found an abandoned waggon. Your examination of the waggon revealed that it once carried pipe-weed, but all the pipe-weed was removed and carried off to the south. Rollo Boffin can be found in the centre of Woodhall.</p>								
	Lucky Sling-stone	9	Everard Holebourne	Tier 3	Tier 3	Lucky Short Bow, Cooked Carrots	—	—
<p>OBJECTIVES: Everard Holebourne lost his venison and his favourite sling-stone to a marauding bear. Objective #1: Everard Holebourne has asked you to retrieve his lucky sling-stone from the carcass of the deer he killed, which was dragged off to a bear den. The bear den is north of Overhill, located on the slopes above the Bolestones. Everard awaits you at his home in the middle of Overhill.</p>								
	Making the Rounds	6	Farmer Sandson	Tier 2	—	—	—	Eggs for Holly Hornblower
<p>OBJECTIVES: Farmer Sandson has hurt his leg and cannot tend to his chickens or their nests. Objective #1: Farmer Sandson has asked you to gather some eggs from his chicken nests, but warned you to stay away from the rooster. If he sees you while you are gathering the eggs, they will call out and upset the other chickens. Furthermore, you are sure to drop the eggs you've collected! The rooster will appear on your radar-map, so you can stay far away from him. The chicken nests are around Farmer Sandson's yard. Objective #2: You managed to gather enough eggs without being noticed by the rooster. You should take them back to Farmer Sandson. Farmer Sandson is at his farm, west of Waymeet.</p>								
	Many Happy Returns	10	Milo Hornblower	Tier 3	Tier 3	Hornblower's Hands, Pork Sausage	—	—
<p>OBJECTIVES: Milo Hornblower, irate at Lobelia's notion of receiving birthday presents instead of giving them out, has been raising a particularly vile, fat toad to bring her as a present. Objective #1: Milo Hornblower has asked you to clear out enough toads in the Frogmoors for Lobelia the Toad to show herself. Lobelia the toad is hiding in the Frogmoors, the marsh just north of Frogmorton. Objective #2: Milo Hornblower has asked you to subdue the wild toad he has named Lobelia. With enough toads cleared out, Lobelia the Toad should emerge somewhere in the Frogmoors, north of The Floating Log. Objective #3: You should let Milo know of your success in capturing Lobelia the Toad. Milo Hornblower is waiting by The Floating Log in Frogmorton.</p>								
	My Grandson's Lunch	10	Gammer Tunnely	Tier 2	—	—	—	Pansy Tunnely's Tale
<p>OBJECTIVES: When her grandson Wilcome was younger, Gammer Tunnely always made him his lunch. Now that he's moved to Scary, where he oversees the quarry, she doesn't get the chance. However, she missed making it so much that she's made him a very special lunch today, but cannot walk all the way to Scary to deliver it to him. She's asked you to take it to him. Objective #1: Gammer Tunnely has asked you to bring the lunch she prepared to her grandson Wilcome, in Scary. Wilcome Tunnely is the supervisor of the quarry in Scary, to the northeast.</p>								
	Needlehole Watch	6	Shirriff Robin Smallburrow	Tier 1	Tier 1	Chubb's Helmet, Cooked Carrots	—	—
<p>OBJECTIVES: Shirriff Smallburrow believes you should become acquainted with the other Shirriffs and Bounders. Objective #1: Shirriff Smallburrow has asked you to travel to Needlehole and offer your services to Bounder Chubb. Bounder Chubb can be found on duty near the road leading into Needlehole, due north of Michel Delving, north-west of Hobbiton.</p>								
	Old Odo's Leaf-farm	11	Rollo Boffin	Tier 3	Tier 2	—	Longo's Missing Waggon	Took and a Tower
<p>OBJECTIVES: Rollo Boffin told you of Odo Burrow, Longo's father. He had a farmstead in the south, but Longo abandoned it when his father died. Rollo is curious if Longo is using it again for some other purpose. Objective #1: When you found Longo's missing waggon, there was no sign of Gerebert Took, but the leaf had been moved southwards. Rollo Boffin suggested you search boxes and crates at Odo Burrow's old farm for some sign of Gerebert. He warned you to bring friends, for it might be dangerous. Odo Burrow's old leaf-farm is south of the clearing where you found the missing waggon. Opening the door of the cage inside the farm will reveal Gerebert Took, and you will need to defend him from waves of brigands as he makes his escape. Objective #2: At old Odo's leaf-barn, you stumbled across Gerebert Took. After defending Gerebert from the Men who attacked you, he escaped and said he would meet you back at Esilia Took's house. Esilia Took can be found near the centre of Tuckborough.</p>								

Quests: The Shire




THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Old Sally	9	Belco Brockhouse	Tier 3	Tier 2	—	The Founding Writ	—
<p>OBJECTIVES: Belco Brockhouse found a copy of the Founding Writ of the Shire, but will not give it up until he has received some services in return. Objective #1: Belco has asked you to find his pig, Old Sally, and bring her back to his barn. He warned you that she spooks easily, and if she gets too scared, she may run away. Belco Brockhouse's pig, Old Sally, may be found near the big willow south-east of Belco's farm. Now you must escort Old Sally back to Belco's farm, and will be attacked by several waves of Level 8 shrews. Before beginning the escort, you may want to make sure that there aren't many hill tuskers located near her, and that no one is currently doing the Honey-bears quest—the bears that attack the beehives for that quest may see Old Sally and cause problems for the pig. Objective #2: You should speak with Belco Brockhouse and let him know that you led his pig, Old Sally, back to his barn. Belco Brockhouse can be found north of the Tuckborough town centre.</p>								
	Pie for The Green Dragon	6	Holly Hornblower	Tier 2	—	—	—	Lobelia's Pie
<p>OBJECTIVES: Holly Hornblower's pies are in exceeding demand, and she does not have time to deliver them all. Objective #1: Holly Hornblower has asked you to deliver a pie to Gerd Whitfoot at The Green Dragon in Bywater. She warned you to not allow any hungry hobbits catch a whiff of the pie, or they will come by pestering her for a slice, and she has no time for that. Gerd Whitfoot is at The Green Dragon Inn in Bywater. Objective #2: You should return to Holly Hornblower and let her know that the pie has been delivered. Holly Hornblower can be found north of Hobbiton's main square, behind The Ivy Bush.</p>								
	Refurbishing the Town Hole	8	Assistant Fallohide	Tier 3	Tier 3	Fallohide's Greatclub, Fallohide's Cape	—	—
<p>OBJECTIVES: Money that had been set aside to refurbish Town Hole in Michel Delving has gone missing, presumably stolen. Objective #1: Mayor Whitfoot's assistant has asked you to investigate the disappearance of the money that was set aside for refurbishing Town Hole in Michel Delving. Griffo Boffin may be found at his home near the centre of Needlehole, to the north of Michel Delving. The easiest road to Needlehole runs north from Waymeet, the crossroads east of Michel Delving. Objective #2: You spoke with Griffo Boffin about the missing money, as Assistant Fallohide requested, and discovered that ruffian Dwarves may have stolen it. Griffo asked that you seek out the Dwarves' camp, retrieve the money bag, and bring it to Assistant Fallohide in Michel Delving. The Dwarves came out of the Rushock Bog to the east, between Needlehole and Overhill. Their camp is somewhere nearby, behind tall wooden bulwarks at a place called the Pinglade. The money bag is at the first campfire behind the bulwarks. Be careful with your pulls, or you could easily find yourself fighting too many Dourhands for you to deal with. Objective #3: You found the missing money, so now it should be delivered to Assistant Fallohide in Michel Delving.</p>								
	Rescue Dora's Chickens	5	Dora Brownlock	Tier 3	Tier 2	—	Worries From Waymeet	Wolves At Waymeet
<p>OBJECTIVES: Wolves have invaded the Shire, and some of them chased Dora Brownlock from her farm and have begun to feed on her chickens. Objective #1: You went to Waymeet to help Dora Brownlock at the behest of Peony Grubb. Dora has in turn asked you to rescue her chickens from her farm, which has been overrun by the wolves. Dora's chickens are at her farm north of Waymeet, at the end of the first stone path on the right off the main road. Objective #2: Dora Brownlock will be pleased to have her chickens returned to her, safe from the threat of the wolves prowling about her farm. You should return to her at once. Dora Brownlock is at the centre of Waymeet.</p>								
	Restless Roost	10	Prisca Underhill	Tier 3	Tier 2	—	—	—
<p>OBJECTIVES: Something has driven the bats near Scary to swoop from their caves and attack hobbits on the outskirts of the town. Objective #1: Prisca Underhill wants you to deal with the bats south of Scary which have become hostile, attacking even during the day. Objective #2: Prisca will be pleased to hear that you have done your part to alleviate the threat of the bats outside Scary. Prisca Underhill is in Scary, near the entrance to town.</p>								
	Rousting Ruffians	10	Hammy Maggot	Tier 3	Tier 3	—	The Vigilance Committee	—
<p>OBJECTIVES: Farmer Maggot's son Hammy is concerned about the continued presence of the ruffians west of his farm. Objective #1: Farmer Maggot's son Hammy has asked you to drive off the ruffians. The ruffians' camp is west of Bamfurlong. You must ford a stream at the top of a waterfall to enter the camp, which is set on the heights at Narrowcleeve. Objective #2: You have done as Hammy Maggot requested. You should return to him at Bamfurlong to tell him the news. Bamfurlong is near the Brandywine River, south of Stock.</p>								
	Seeking Saltpetre	9	Hyacinth Took	Tier 2	—	—	Lobelia's Fireworks	Wolves in the Fields
<p>OBJECTIVES: Since Lobelia Sackville-Baggins paid to acquire the ingredients for her fireworks, Hyacinth Took has recruited you to help her gather them. Objective #1: The first ingredient Hyacinth Took has sent you after is saltpetre. She suggested you visit her friend Cam Puddifoot, a pig-farmer in Budgeford. Cam Puddifoot is at his home in the middle of Budgeford.</p>								
	Sheep Theft	12	Mungo Burrows	Tier 4	Tier 4	—	—	—
<p>OBJECTIVES: Mungo Burrows has lost his prized ewe and believes she has been stolen by goblins. Objective #1: Mungo Burrows has asked you to fight your way into a goblin-camp and bring his stolen sheep safely outside. He suggested that you bring friends, or you may end up the goblins' next meal. Mungo's prized ewe is being held captive in the goblin-camp in the northeast corner of the Greenfields. After you find the sheep, you must escort it down the hill, outside the goblin camp, and back to Mungo Burrows. Stay alert for spawns of goblins that appear in waves as you exit the camp. Objective #2: Mungo is delighted that you brought his sheep safely from the camp of goblins who stole her and wants to speak with you at once. Mungo Burrows is outside the goblin camp in the northeast corner of the Greenfields.</p>								

THE SHIRE								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Shore Up the Fence	9	Belco Brockhouse	Tier 3	Tier 2	—	The Founding Writ	—
OBJECTIVES: Belco Brockhouse found a copy of the Founding Writ of the Shire, but will not give it up until he has received some services in return. Objective #1: Belco Brockhouse's fences need mending, and he has asked you to gather stones from the field for him to use in patching them. Field stones can be found south of Longo Burrow's farm near the big willow. Belco lives north-west of the willow, on the upper slopes of Tuckborough.								
	Spectre of the Black Rider	10	Odovacar Bolger	Tier 3	Tier 3	—	—	Cloak of the Black Rider
OBJECTIVES: Odovacar Bolger's workhands reported that they saw a dark figure lurking around Mr. Bolger's pig sties at night. Objective #1: Odovacar Bolger has asked you to investigate his workhands' reports by going to his pig sties. He was very particular that you should go there at night. Odovacar Bolger's sties are in the southern part of Budgeford by the stream. Objective #2: This "Black Rider" looks rather less threatening than expected. You should confront him and find out what's really going on. The "Black Rider" is attempting to menace the Bolger sties. Objective #3: Odovacar Bolger sent you to investigate his workhands' claims of a Black Rider lurking in his pig sties. What you found was a Hobbit dressed in a black cloak. You should report your discovery to Odovacar. Odovacar Bolger is at his home up the hill in the centre of Budgeford.								
	Spider Plague	8	Otho Broadbelt	Tier 3	Tier 3	—	—	Finding the Nest
OBJECTIVES: Otho Broadbelt, a trader carrying goods from Bree, had his waggon overrun by spiders. Objective #1: Otho Broadbelt needs you to recover the trade goods he was bringing back from Bree from the waggon he abandoned outside Overhill. Otho Broadbelt's waggon is just off the road to the northeast of Overhill, next to the falls.								
	Spiders In the Quarry	11	Lily Proudfoot	Tier 3	Tier 2	—	—	—
OBJECTIVES: The workers at the quarry in Scary have broken into a hidden chamber containing a nest of spiders, and the creatures have now overrun the whole quarry. Objective #1: Lily Proudfoot, worried that the spiders in the quarry might climb out of the rocky hole and take over her town, has asked you to kill off the creatures. The spiders can be found all throughout the quarry and the cave they swarmed from, cut into the cliff-face by Scary. This quest does not require a fellowship, as careful pulls can ensure that you get the kills you need, but beware of moving too quickly, because the respawn rate is fairly high. Objective #2: Lily Proudfoot was afraid that the spiders that the quarrymen unearthed would overrun Scary and asked you to help clear the threat. She will be pleased to learn of your success. Lily Proudfoot is in Scary, looking out at the quarry.								

SPOILED PIE QUESTS

Once you have completed two quests for Holly Hornblower (Pie for the Green Dragon and Lobelia's Pie), the Spoiled Pie quests become available. Nearly every town in the Shire has a pie sitting on a table, and a nearby Hobbit who charges you with delivering the pie back to Holly Hornblower in Hobbiton. Just like the first two pie deliveries, you need to avoid getting too close to Hungry Hobbits (marked on your radar-map), entering deep water (water in which you begin swimming; just wading is fine), and deliver the pie to Holly before times run out. Once you have completed every spoiled pie delivery, talk to Holly several times to receive a new title, some good pies, and a special pie recipe.

THE SHIRE								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Spoiled Pie from Brockenborings	10	Ivo Brockhouse	Tier 3	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to retrieve them before they are eaten. Ivo Brockhouse of Brockenborings had one such pie.								
	Spoiled Pie from Budgeford	9	Sapphira Bolger	Tier 3	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to retrieve them before they are eaten. Sapphira Bolger of Budgeford had one such pie.								
	Spoiled Pie from Bywater	6	Gerd Whitfoot	Tier 2	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Gerd Whitfoot of Bywater had one such pie.								

Quests: The Shire



THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Spoiled Pie from Frogmorton	9	Myrtle Oddfoot	Tier 2	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Myrtle Oddfoot of Frogmorton had one such pie.								
	Spoiled Pie from Little Delving	5	Wydo Boffin	Tier 3	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Wydo Boffin of Little Delving had one such pie.								
	Spoiled Pie from Michel Delving	5	Hugo Broadbelt	Tier 3	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Hugo Broadbelt of Michel Delving had one such pie.								
	Spoiled Pie from Needlehole	7	Iris Chubb	Tier 3	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Iris Chubb of Needlehole had one such pie.								
	Spoiled Pie from Scary	10	Poppy Grubb	Tier 3	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Poppy Grubb of Scary had one such pie.								
	Spoiled Pie from Stock	9	Primrose Proudfoot	Tier 3	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Primrose Proudfoot of Stock had one such pie.								
	Spoiled Pie from the Party Field	6	Opal Goodbody	Tier 2	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Opal Goodbody of Hobbiton had one such pie.								
	Spoiled Pie from Tuckborough	8	Edilina Proudfoot	Tier 2	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Edilina Proudfoot of Tuckborough had one such pie.								
	Spoiled Pie from Woodhall	9	Daisy Hornblower	Tier 3	Tier 2	—	Lobelia's Pie, Spoiled Pie Quests	—
OBJECTIVES: Holly Hornblower of Hobbiton baked pies using spoiled berries and has asked you to bring any of the bad pies you find back to her. Daisy Hornblower of Woodhall had one such pie.								
	Tell Bounder Chubb	8	Filibert Bolger	Tier 1	Tier 1	—	Daffodil is Missing	The Dwarves of Needlehole
OBJECTIVES: While searching Troll's Knoll for Filibert Bolger's cow Daffodil, you came across the poor creature, dead. She was the apparent victim of some sort of large beast. Filibert blames the Dwarf, Olwir, for both stealing the cow and leaving her out in the bog. Objective #1: Filibert Bolger, angered by the death of his cow, has asked you to speak with Bounder Chubb about the incident. Bounder Chubb can be found on the south side of Needlehole.								

THE SHIRE								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Big Black Bear	9	Hart Holeman	Tier 3	Tier 3	—	Calling for Charcoal	Brimstone and Sparks
OBJECTIVES: A big black bear has decided to make Hart Holeman's woodpile its home, causing Hart no end of trouble. Objective #1: Hart Holeman is willing to provide the charcoal Hyacinth Took requested, but first he wants you to drive off a big black bear that has made his woodpile its home. Hart Holeman's woodpile is to the north, beyond the wall and a small logging camp. Objective #2: Hart Holeman had asked you to deal with the big black bear that had taken up residence in his woodpile, while he put together a parcel of charcoal for Hyacinth Took. He will be pleased to learn that the bear will no longer trouble him. Hart Holeman is at his home in the centre of Overhill. Objective #3: While you were away, dealing with the big black bear at Hart Holeman's woodpile, Hart was busy putting together a parcel of charcoal for you to take back to Hyacinth Took. Hyacinth Took is in Tuckborough near the Great Smials.								
	The Bird and Baby	6	Carlo Blagrove	Tier 2	Tier 2	—	—	—
OBJECTIVES: Carlo Blagrove, innkeeper of The Bird and Baby, is entering the Four Farthings Brewing-moot. Objective #1: Carlo Blagrove has asked you to search the Great Smials for a recipe he thinks his great-grandfather might have hidden there. The Great Smials are in Tuckborough, to the east of Michel Delving. The recipe is in Great Smials, on a bookshelf on the right side of the room. If someone has just taken it, you may need to wait a minute or two for it to respawn. The Bird and Baby Inn is in Michel Delving, to the west of Tuckborough.								
	The Dwarves of Needlehole	8	Bounder Chubb	Tier 3	Tier 2	Ulfar's Hammer, Pork Sausage	Tell Bounder Chubb	A Gift for the North
OBJECTIVES: According to Filibert Bolger, his cow, Daffodil, was stolen by a Dwarf named Olwir; however, Bounder Chubb hesitates to accuse a Dwarf of cow-theft without evidence. Objective #1: In order to avoid angering the Dwarves with accusations of theft, Bounder Chubb told you to obtain the aid of the Dwarves through their overseer, Ulfar. Chubb believes that Ulfar might be able to point out any potential thieves among his folk. Ulfar is at the Dwarf buildings north of Needlehole. Objective #2: When you told Ulfar the tale of Filibert's cow, and Olwir's involvement, he wasn't surprised. A number of Dwarves of low character have been passing through Needlehole lately, and Olwir seemed to be the worst of them. Ulfar has asked you to acquire letters from the Dwarf-hunters that he suspects of working for Olwir. The Dwarf-hunters prowl the northern and eastern sections of Rushock Bog. The bog lies to the south-east of Needlehole.								
	The End of the Matter	10	Thain Paladin Took II	Tier 2	—	—	Flare For Danger	—
OBJECTIVES: With Hyacinth's stolen fireworks destroyed, there are none left for Lobelia Sackville-Baggins' birthday party. Objective #1: Paladin Took was grateful for your help destroying the stolen fireworks. He has tasked you with delivering the news to Hyacinth Took. Hyacinth Took is at her home in Tuckborough near the Great Smials.								
	The Fate of Prunella Boffin	12	Fosco Boffin	Tier 3	Tier 2	Boffin's Legs, Roast Pork	—	—
OBJECTIVES: Fosco Boffin in Scary is worried about his aunt, a reputable Hobbit named Prunella. Objective #1: You promised Fosco Boffin that you would look for his Aunt Prunella's umbrella. He fears that she ran afoul of goblins. Goblins may be found in the north-west Greenfields. If one of them took Aunt Prunella's umbrella, it might be lying somewhere inside one of their camps. The umbrella is in the northwestern goblin camp. If you follow the sloping path as it climbs north and then bends to the east, you'll see the umbrella sitting next to a tent on the upper ground. Objective #2: You promised Fosco Boffin that you would look for his Aunt Prunella's umbrella. He fears that she ran afoul of goblins. Fosco Boffin is in Scary, near the centre of town. Be sure to wait for the neighbor to walk by and tell Fosco some interesting news, and then talk to him again. Objective #3: Fosco was distressed by your recovery of his Aunt Prunella's umbrella; however, a neighbour informed him that she had actually been visiting her all day, and that Prunella had lost her umbrella earlier in the day. Fosco motions you over. Fosco Boffin is in Scary, near the centre of town.								
	The Floating Log	9	Ponto Hopsbloom	Tier 3	Tier 3	—	—	—
OBJECTIVES: Ponto Hopsbloom, innkeeper of The Floating Log in Frogmorton, is entering the Four Farthings Brewing-moot. Objective #1: Ponto Hopsbloom has asked you to pick some Frog Hops for his famous beer. Frog Hops grow in the marsh north of Frogmorton. The Floating Log Inn is in Frogmorton, south of the Frogmoors.								
	The Founding Writ	8	Keeper Brombard Foxtail	Tier 2	—	—	—	—
OBJECTIVES: Adelard Took has sent word that a copy of the Founding Writ, the document that established the Bounds of the Shire, has been discovered. The original document was given to the Fallohide brothers, Marcho and Blanco, by the old King. Objective #1: Brombard Foxtail, the Keeper of the Mathom-house heard rumour of Adelard Took's find and asked you to try and obtain the copy of the Founding Writ from Adelard. Adelard Took can be found in the Great Smials in Tuckborough. Objective #2: To his embarrassment, Adelard Took revealed that he doesn't have the Founding Writ. A local farmer, Belco Brockhouse, is the one who found the Writ, but he refuses to hand it over to Adelard until someone helps him around his farm. Belco Brockhouse can be found north of Tuckborough town centre, up the hill and on the right of the path.								
	The Golden Perch	10	Gunderic Grubb	Tier 3	Tier 3	—	—	—
OBJECTIVES: Gunderic Grubb, innkeeper of The Golden Perch is entering the Four Farthings Brewing-moot. Objective #1: Gunderic Grubb has sent you to search a brigand camp for his missing package of yeast. The brigand camp is in the hills south of Woodhall at Narrowcleeve, about midway between Tuckborough and Maggot's farm. The Golden Perch Inn is in Stock, east of Woodhall.								

Quests: The Shire



THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Green Dragon	8	Barmy Rootknot	Tier 3	Tier 3	—	—	—
OBJECTIVES: Gerd Whitfoot, innkeeper of The Green Dragon in Bywater, is entering the Four Farthings Brewing-moot. Objective #1: Barmy Rootknot, the assistant innkeeper at The Green Dragon Inn, has sent you off in search of a lost brandy-barrel. The lost barrel is at the entrance to Lob's Grove, northwest of Overhill. The Green Dragon Inn is in Bywater, south-east of Overhill.								
	The Last of the Fireworks	9	Adelard Took	Tier 3	Tier 2	—	The Old Took's Favourite	—
OBJECTIVES: In tidying up his library, Adelard Took came across a rocket from the Old Took's last Midsummer's Eve party. He sent it off to the Mathom-house in Michel Delving, but he thinks that might have upset the Old Took's ghost. Objective #1: Adelard Took asked you to travel to the Mathom-house in Michel Delving and ask Keeper Foxtail for the fireworks rocket he had sent there. Brombard Foxtail is at the Mathom-house in Michel Delving, far west of Tuckborough. Objective #2: Adelard Took had asked you to fire the rocket off at the Methel-stage in Bywater in hopes that the sight of this last rocket will appease the Old Took's ghost. The Methel-stage is on the southern side of the road heading west out of Bywater. Objective #3: You should return to Adelard Took and let him know that you have done as he asked. Adelard Took can be found at the Great Smials in Tuckborough. Adelard will go into the library and come back out; be sure to wait for him, as he'll have another quest for you.								
	The Menace Confronted	10	Wilimar Bolger	Tier 2	—	—	A Few Pages Short	Bandages for Callum
OBJECTIVES: By reading the reassembled journal, Wilimar has learned it was written by a Man named Callum. Callum's ancestor was killed in a great battle by Wilimar's ancestor, and the family has borne this death as a black mark for centuries. Callum has decided to erase the mark by coming to the Shire and killing a descendant of that Hobbit. Objective #1: In light of the revelations gleaned from Callum's journal, Wilimar Bolger has asked you to go to Callum's camp and stop him from carrying out his intended revenge. Callum's campsite is on the far west side of the Frogmoors, west of Budgeford and north of Frogmorton. Objective #2: When you arrived at Callum's campsite, you found him wounded. Racked with pain, he told of how he had fled from his hiding place near Wilimar's home, only to startle a wild boar, which gored him. He feels that he will soon succumb to his wounds and told you to let Wilimar know he has nothing more to fear. Wilimar Bolger can be found near his hole on the north-west side of Budgeford.								
	The Old Took's Favourite	9	Adelard Took	Tier 3	Tier 2	—	Ghost of the Old Took	—
OBJECTIVES: With the ghost still troubling his library, Adelard has come up with another idea on how to appease the Old Took: food. The Old Took was known for his love of spiced boar ribs, and he thinks that if he presents a plate of the ribs to the ghost in the library, he will return to his rest. Objective #1: Adelard sent you to ask his niece, Edilina Proudfoot, to prepare a plate of spiced boar ribs to appease the ghost of the Old Took, but warned you not to tell her the reason. He does not want to start a panic. Edilina Proudfoot's hole is east of the Great Smials. Objective #2: Edilina Proudfoot said she could make the spiced boar-ribs that Adelard wants to appease the ghost of the Old Took, but lacks the actual ribs. She asked you to bring her some ribs from the boars in the hills beyond Tuckborough. Boars can be found in the hills east of Tuckborough. Edilina Proudfoot's home is just east of Tuckborough. Objective #3: After gathering the ribs Edilina Proudfoot needed, she cooked up a plate of spiced boar-ribs for you to give to Adelard Took. You should bring them to Adelard, so he can use them to try and appease the Old Took's ghost. Adelard Took is waiting at the Great Smials in Tuckborough. Adelard will go into the library and come back out; be sure to wait for him, as he'll have another quest for you.								
	The Plough and Stars	10	Halsion Tubwort	Tier 3	Tier 3	—	—	—
OBJECTIVES: Halsion Tubwort, innkeeper of The Plough and Stars, is entering the Four Farthings Brewing-moot. Objective #1: Halsion Tubwort of The Plough and Stars has sent you down to Scary to fetch a shipment of gypsum that has gone astray. Wilcome Tunnely is in Scary, east of Brockenborings. The Plough and Stars Inn is in Brockenborings, west of Scary. Objective #2: It seems that goblins have the gypsum intended for The Plough and Stars. The goblins who stole the gypsum came from north of Brockenborings. The gypsum is on a wagon in the goblin camp at the Scrag-dells, in the northeastern corner of the Greenfields.								
	The Secret of the Collar	9	Linda Bolger	Tier 3	Tier 2	—	Howling at Midnight	The Warg of Budgeford
OBJECTIVES: You found a collar inscribed with runes you cannot read, apparently buried by the unusually large wolf Linda Bolger saw the night the wolves ran through Budgeford. Objective #1: Linda Bolger was confounded by your discovery of a collar where she had seen the great wolf. She was unable to read the letters on the collar, but thought that perhaps the Elf Milo thought he saw might be able to decipher them. The Elf Orthir is camped on the western heights overlooking the town of Woodhall.								
	The Safety of the Shire	8	Wilcome Tunnely	—	—	—	Golfimbul Returns, Hiding Content	—
OBJECTIVES: The scrap of cloth you found belonged to a strangely-garbed Man who was caught trespassing in the quarry. Objective #1: According to Wilcome Tunnely, the scrap of cloth you found in the quarry cave matches the garments worn by a strange Man, who was caught trespassing in the quarry. The quarry-master has asked you to find out why the stranger was trespassing. The strange Man has a camp near a pond, south-east of Scary. Objective #2: Wilcome Tunnely sent you to speak with the mysterious stranger who had been caught trespassing in the quarry, but the Man attacked you when you approached, though not before he revealed that he was the Man of Angmar Halros had mentioned. Halros should be told that you have dealt with the threat from Angmar. Halros has a camp on the Greenfields, west of Scary.								









THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Top Hiding-place	5	Rollo Newbuck	Tier 2	Tier 2	Seeker's Shoes, Hider's Cloak	Hiders and Seekers	—
<p>OBJECTIVES: Rollo Newbuck has learned that Odo Pipes is also playing Hiders and Seekers, but Rollo doesn't know where the Hobbit is hiding. Objective #1: Rollo Newbuck has sent you to find Odo Pipes, rumoured to be the best Hider in the Shire. Odo is hiding somewhere in Michel Delving. Rollo thinks that Daisy or Polo, in their usual hiding-places, might have some clue to Odo's location. Odo Pipes is hiding on top of the roof of the Bird and Baby. If you take the path up to the Mathom-house, you should be able to jump onto the roof of the inn from the heights. Objective #2: Rollo is waiting to hear that you have found Odo Pipes and his hiding-place. Rollo Newbuck is east of The Bird and Baby Inn, within the stone wall around Town Hole.</p>								
	The Trouble With Harvest-flies	9	Bingo Bolger	Tier 3	Tier 2	Bolger's Shoes, Hard Biscuits	—	—
<p>OBJECTIVES: Harvest flies are generally just a nuisance to the crops, but recently they have begun attacking hobbits in the Marish. Objective #1: Bingo Bolger is disturbed by the increased aggression in the harvest-flies and has asked you to help deal with them. There is a nest of harvest-flies on the Yale-height a distance to the south and east of Budgeford, not far northeast of Woodhall. The hill is marked by three pillars at its pinnacle. Objective #2: Bingo Bolger reported increased aggression among the harvest-flies in the Marish and asked you to deal with them. You should return to him with word of your success. Bingo Bolger is in Budgeford, by a pig pen on the lower slope of the town.</p>								
	The Veiled Menace	10	Wilimar Bolger	Tier 2	—	—	—	A Few Pages Short
<p>OBJECTIVES: When Wilimar Bolger woke up this morning, he found a threatening arrow stuck in the door of his home. The arrow's head was of Hobbit-make, although very old, while the shaft looked like it was made by Men. Objective #1: Wilimar Bolger has asked you to search the place where he thinks the arrow came from, in hopes of finding some sign of the person who loosed it and what it might mean. The arrow came from the area near the hedge-gate that leads to the Greenfields, north of Wilimar Bolger's home. Objective #2: In the area Wilimar Bolger asked you to search, you found an abandoned campsite and a journal. Perhaps this journal will contain some information helpful to Wilimar. You should take it back to him. Wilimar Bolger can be found near his hole on the north-west side of Budgeford.</p>								
	The Vigilance Committee	9	Mat Harfoot	Tier 2	—	—	—	Violet in Peril
<p>OBJECTIVES: Mat Harfoot told you that one of the members of his "Vigilance Committee", Violet Underhill, has gone missing. Objective #1: Mat Harfoot has asked you to look for Violet Underhill and suggested you speak first with old Farmer Maggot. Bamfurlong, Maggot's farm, is south along the river road, in the Marish.</p>								
	The Warg of Budgeford	11	Orthir	Tier 3	Tier 2	Laugfût's Bane, Shirriff's Leggings, Laugfût's Fall	The Secret of the Collar	—
<p>OBJECTIVES: Orthir, the Elf encamped above Woodhall, revealed that the large wolf was, in fact, one of the great and evil Wargs of Angmar. Objective #1: Linda Bolger sent you to show the collar to the Elves at Woodhall. Orthir revealed the identity of the mysterious wolf—Laugfût, a Warg of Angmar—and asked you to confront and slay the Warg-chief-tain. Laugfût can be found among the wolf-pack in the ruins east of Budgeford, beyond Milo and Linda Bolger's farm. Choose an appropriate time to pull the warg, for he is an Elite and too many adds will make the fight go ill. Objective #2: Orthir told you to speak with Linda Bolger after you had slain Laugfût. Linda will be pleased to know that the threat of the Warg has been removed. Linda Bolger is in Budgeford, on the road furthest down the hill.</p>								
	The Wolf in Exile	7	Dora Brownlock	Tier 3	Tier 2	Brownlock's Blade, Jolly's Defender	Wolves At Waymeet	—
<p>OBJECTIVES: Dora Brownlock thinks an admirer of hers has gone to try and kill the exiled leader of the wolves near Waymeet. Objective #1: Dora Brownlock is worried that her neighbour, Jolly Smallburrow, may be in trouble and has asked you to find him. Jolly Smallburrow may be after the wolf that was seen across the road from the wolf-den, north of Dora Brownlock's farm. When you talk to Jolly, wait for him to walk towards the bucket of meat and he will be attacked by the Wolf-leader. Quickly establish aggro on the wolf and defeat it to advance the quest. Objective #2: Dora will be pleased to know that you have rescued Jolly Smallburrow and defeated the scarred leader of the wolves that have been harassing her farm and town. Dora Brownlock is at the centre of Waymeet.</p>								
	Took and a Tower	11	Esilia Took	Tier 2	—	Paladin's Earring, Paladin's Bracelet, Paladin's Hat, Paladin's Shoulders, Paladin's Club, Sturdy Took Dagger	Old Odo's Leaf-Farm	—
<p>OBJECTIVES: Esilia Took told you that Gerebert finally made it to her house and told a fantastic tale of his journey aboard Longo's waggon. Objective #1: Esilia Took thanked you for rescuing her cousin and told you that Gerebert spun an astounding tale. She recommended that you go inside and speak with him yourself. Gerebert Took is inside Esilia's house. Objective #2: Esilia Took sent you into her house to speak with her cousin, Gerebert. Gerebert told you a fantastic tale about a terrible tower in far away lands, where he saw a strange, robed Man named Sharkey. He asked you to tell his story to the Thain. Paladin Took, the Thain, is at the Great Smials in Tuckborough.</p>								


Quests: The Shire










THE SHIRE

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Untangled Webs	8	Shirriff Robin Smallburrow	Tier 3	—	Boffin's Shoulders, Milkthistle Draught	Finding the Nest	Web-cutter
<p>OBJECTIVES: The spider nest you discovered is blocked from reach by a mass of monstrous webs, too strong to cut through. Objective #1: Shirriff Smallburrow has sent you to Overhill to speak with Gammer Boffin, an old Hobbit with a great knowledge of herb-lore. Robin believes she might know of something to help clear the spider-webs away. Gammer Boffin can be found at her home at the centre of Overhill. Objective #2: Robin Smallburrow was sure that Gammer Boffin would know of some mixture that might help remove the webs blocking the spider-nest in Bindbole Wood. You went to Overhill and spoke with Gammer, who sent you to collect six drams of slug-slime. Slugs can be found in Rushock Bog, west of Overhill. Gammer Boffin is at her home in the middle of Overhill.</p>								
	Violet in Peril	10	Farmer Maggot	Tier 3	Tier 4	—	The Vigilance Committee	—
<p>OBJECTIVES: Farmer Maggot informed you that Violet Underhill, the missing member of Mat Harfoot's "Vigilance Committee", did stop by. He thinks she may have gone to investigate a camp of ruffians. Objective #1: Farmer Maggot suggested you search the camp he told Violet about, just in case she went there alone. The ruffians' camp is west of Bamfurlong. You must ford a stream at the top of a waterfall to enter the camp, which is set on the heights at Narrowcleeve. Objective #2: Violet Underhill, against Farmer Maggot's warning, went to confront a camp of ruffians by herself. Now it is up to you to rescue her. Violet Underhill is being held in a closed cart. Violet will start walking down the slope towards the waterfall you passed, and you must defend her from brigands that appear at the bottom of the slope. Objective #3: You should return to Stock and inform Mat Harfoot of Violet's release. Mat Harfoot can be found in Stock, outside The Golden Perch Inn.</p>								
	Web-cutter	9	Gammer Boffin	Tier 3	—	—	Untangled Webs	Free the Tree
<p>OBJECTIVES: Gammer Boffin has prepared an unpleasant draught from slug-slime that should allow you to pass through the webs protecting the spider-lair in Bindbole Woods. Objective #1: Shirriff Smallburrow sent you to Gammer Boffin in Overhill to obtain something to dissolve the spider-webs blocking the way to the nest. Gammer warned you that the mixture dries quickly, so you must hurry. She also mentioned a nursery story about a walking tree in Bindbole Wood that might serve as an ally...if it even exists. The spider-nest is to the north-west of Overhill town centre, past the wall and the lumber-yard. Objective #2: You were able to clear the way to the nest using Gammer Boffin's draught. She also mentioned a nursery story about a walking tree in the wood that might help to deal with the spiders, though she warned it might be dangerous to you as well. The walking tree, if it exists, probably can be found somewhere in the spider nest at Lob's Grove.</p>								
	Wolves At Waymeet	6	Dora Brownlock	Tier 3	Tier 2	—	Rescue Dora's Chickens	The Wolf in Exile
<p>OBJECTIVES: Wolves overran Dora Brownlock's farm and present a threat to Waymeet and the surrounding communities. Objective #1: Dora Brownlock is grateful that you rescued her chickens from the wolves, but she is afraid to go home until she is sure that the wolves will no longer trouble her. She has asked you to go to the wolf den and put an end to the threat. The wolf den is east off the road north of Dora Brownlock's farm and Waymeet. Objective #2: Dora Brownlock will be pleased to hear that you have done something about the wolves threatening the area. Dora Brownlock is at the centre of Waymeet.</p>								
	Wolves in the Fields	9	Cam Puddifoot	Tier 3	Tier 3	—	Seeking Saltpetre	Calling for Charcoal
<p>OBJECTIVES: Cam Puddifoot, a pig-farmer in Budgeford, is having problems with wolves raiding his sties. Objective #1: Hyacinth Took sent you to Cam Puddifoot to request delivery of some saltpetre for Lobelia Sackville-Baggins' fireworks. Farmer Puddifoot is willing to deliver the saltpetre, but he wants you to clear his fields of wolves first. There are wolves in Cam Puddifoot's fields to the east of Budgeford. Objective #2: Cam Puddifoot is willing to send saltpetre to Hyacinth Took, but first he requested your help clearing wolves from his fields. With the threat of wolves lessened, you should return to him. Cam Puddifoot is near his home in Budgeford. Objective #3: While you were helping to clear the wolves from Cam Puddifoot's fields, the pig-farmer collected a pack of saltpetre for you to take back to Hyacinth Took. Hyacinth Took is near the Great Smials in Tuckborough.</p>								
	Worries From Waymeet	5	Peony Grubb	Tier 2	—	—	Rescue Dora's Chickens	Rescue Dora's Chickens
<p>OBJECTIVES: Peony Grubb has received word from her friend Dora Brownlock, a chicken farmer in Waymeet, that wolves have invaded the Shire and are threatening the town. Objective #1: Peony Grubb has asked you to help her friend Dora with the wolves that have taken over her farm. Dora Brownlock is at the centre of Waymeet, northeast of Michel Delving.</p>								

THE SHIRE: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Intro: A Road Through the Dark	1	—	—	—	—	—	—
<p>OBJECTIVES: Your good friend Celandine Brandybuck sent you a worrisome letter from the town of Archet in Bree-land, in which she hints at brigands in the area—and worse! You have written her a letter, urging her to return, but have not received any response from her.</p>								

THE SHIRE: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Prologue: The Aid of Halros	10	Bounder Primstone	Tier 2	—	—	Pansy Tunnely's Tale	Goblin Foothold
<p>OBJECTIVES: While Bounder Primstone did not believe Pansy Tunnely's stories of goblins on the Greenfields, he still thinks it would be wise to investigate her sighting. Objective #1: Bounder Primstone has asked you to speak with Halros, a hunter who has been camping out in the Greenfields, if he knows if the pointy rock has any significance. Halros camps on the Greenfields, in a copse of trees that can be reached by following the stone wall east out of Brockenborings and north off the road.</p>								
	Prologue: Beneath the Greenfields	12	Halros	Tier 4	Tier 3	Fated Dagger, Lubach's Crusher, Halros' Staff, Halros' Trousers, Halros' Boots, Lubach's Ender	Bullroarer's Club	—
<p>OBJECTIVES: Bounder Primstone has gone to the goblin encampment with Bullroarer's club, thinking to drive the goblins from the Shire, but Halros fears he has made a terrible mistake. Objective #1: After Halros learned that Bounder Primstone went to confront the goblins alone, he asked you to journey deep into the goblin encampment to rescue the Hobbit. In the meantime, Halros will himself seek out more of his kindred to aid you. The main goblin encampment is north-west of Halros's camp in the Greenfields. Somewhere in the camp is the entrance to the cave where Primstone went. Inside the cave, work your way through the goblin pulls until you find Primstone, injured in a small room near the back of the cave. After you talk to him, he leaps up and leads you to Lubach, the goblin-leader. Lubach commands his minions to attack you, and once they are defeated, he himself jumps down to challenge you. Objective #2: You have put an end to Lubach and saved Bounder Primstone from the goblins. Halros told you to meet him at his camp. Halros has a camp on the Greenfields, south-east of the goblin-camp.</p>								
	Prologue: Bullroarer's Club	10	Keeper Brombard Foxtail	Tier 2	—	—	The Quarry In Scary	Beneath the Greenfields
<p>OBJECTIVES: Wilcome Tunnely wanted Gollfimbul's skull to be kept in the Mathom-house where it could be near Bullroarer's club, but Keeper Foxtail has lent the famous club to Bounder Primstone. Objective #1: You brought the old skull from the Scary quarry to the Mathom-house in Michel Delving, only to discover that Keeper Foxtail has lent Bullroarer's Club to Bounder Primstone. Brombard Foxtail suggested you should retrieve the club, if it was deemed important to keep the two items together. Bounder Primstone is at the Watch-house in Brockenborings, far to the northeast of Michel Delving. Objective #2: Believing that Bullroarer's club will enable him to scare the goblins out of the Shire, Bounder Primstone is preparing to journey to the goblin encampment which you found. He told you not to come with him, but to tell Halros that Primstone will soon have dealt with the goblins. Ranger Halros camps on the Greenfields, east of Brockenborings, at the end of the stone wall.</p>								
	Prologue: Flourdumpling's Stand	6	Mayor Will Whitfoot	Tier 1	—	—	Mundo's Complaint	Make Yourself Useful
<p>OBJECTIVES: Mundo Sackville-Baggins has demanded that Mayor Whitfoot pay compensation to his family for Mundo's recent bad experiences, and the mayor is at a loss as to what to do. Objective #1: Mayor Whitfoot has decided to take a stand and refuse Mundo Sackville-Baggins' demand for compensation, but a sudden lack of time has required him to send you to break the news to Mundo's aunt, Lobelia. Lobelia Sackville-Baggins is at Bag End, north of Hobbiton.</p>								
	Prologue: Goblin Foothold	10	Halros	Tier 3	Tier 2	—	The Aid of Halros	Troubles To Come
<p>OBJECTIVES: Halros has defeated a scouting party of goblins in the Greenfields and believes that the creatures have established a foothold somewhere to the north. Objective #1: Halros told you he had not had a chance to track the origin of the goblins he defeated and has asked you to help him search for their camp. He also instructed you to thin their numbers as much as you can. The goblin encampment is either to the northeast or north-west of Halros's camp. Objective #2: Halros sent you to search for the goblins' camp at one corner of the north Greenfields, while he searched the other. He will be pleased to hear that you have discovered the location of the goblin encampment and defeated some of the goblins there. Halros is camped east of Brockenborings, at the end of the stone wall.</p>								
	Prologue: Make Yourself Useful	8	Lobelia Sackville-Baggins	Tier 2	—	—	Flourdumpling's Stand	Pansy Tunnely's Tale
<p>OBJECTIVES: Lobelia Sackville-Baggins has heard that there are goblins on the edges of the Shire and has demanded that you do something about them. Objective #1: Lobelia Sackville-Baggins is in a bad mood and has demanded that you prove your worth as a Bounder by talking to Wilcome Tunnely, the quarrymaster at Scary, about the rumours of goblins on the edges of the Shire. Wilcome Tunnely is outside the quarry in Scary, far to the east of Hobbiton.</p>								
	Prologue: Mundo's Complaint	5	Mundo Sackville-Baggins	Tier 2	—	—	—	Flourdumpling's Stand
<p>OBJECTIVES: Mundo Sackville-Baggins is furious about his treatment at the hands of the Blackwold brigands and demands compensation from Mayor Will Whitfoot for his inconvenience. Objective #1: Mundo Sackville-Baggins has written a letter of complaint to the Mayor and has asked you to deliver it. Mayor Will Whitfoot is in Michel Delving, just outside Town Hole. Town Hole is on your left as you enter Michel Delving from the north.</p>								

Quests: The Shire



THE SHIRE: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Prologue: Pansy Tunnelly's Tale	10	Wilcome Tunnelly	Tier 2	Tier 1	Primstone's Shirt, Primstone's Shoes	Make Yourself Useful	The Aid of Halros
<p>OBJECTIVES: Wilcome Tunnelly in Scary is concerned about something his sister Pansy saw out on the Greenfields. Objective #1: Wilcome Tunnelly at the quarry in Scary has asked you to talk some sense into his sister Pansy, who claims she saw something peculiar on the Greenfields. Pansy Tunnelly is in the town square of Scary. Objective #2: Pansy Tunnelly believes she saw a goblin rooting around in rabbit holes on the Greenfields and wants you to discover what it was looking for by searching the rabbit holes yourself. There are rabbit holes on the Greenfields, north-west of Scary. If you toggle on Display Item Names as you run through the Greenfields, it will be easier to see the rabbit holes through the long grass of the Greenfields. Objective #3: Pansy Tunnelly, certain that goblins are in the Shire, sent you to search rabbit holes for evidence. You found a small, pointy stone inside one of the rabbit holes. It seems unlikely that Pansy's "goblin" was seeking it, but you should show it to her just in case. Pansy Tunnelly is in the town square of Scary, south-east of the Greenfields. Objective #4: Pansy Tunnelly is convinced that the pointy stone you found in the rabbit hole is really a goblin-tooth. She also believes it is proof that the long-dead goblin-king Golfimbul has returned and is searching for his head. She has asked you to show the "goblin-tooth" to Bounder Primstone in the Watch-house at Brockenborings. Bounder Primstone is at the Watch-house in Brockenborings, down the road west of Scary. The Watch-house is near the western side of Brockenborings.</p>								
	Prologue: The Quarry In Scary	10	Wilcome Tunnelly	Tier 3	Tier 2	Foxtail Gloves, Foxtail Shoulder Guards	Troubles To Come	Bullroarer's Club
<p>OBJECTIVES: As if the presence of goblins north of Brockenborings is not enough, workers at the quarry in Scary, including the once doubtful Wilcome Tunnelly, believe they have unearthed Golfimbul's head in the cave there. Objective #1: Workers in the quarry at Scary uncovered a skull in the cave there, and many believe it could be the reason that spiders have overrun the quarry. Wilcome Tunnelly has asked you to bring the skull up to the surface so he can have a look at it. The skull is in a cave at the bottom of the quarry. Objective #2: Wilcome Tunnelly is waiting for you to return with the skull his workers uncovered in the quarry at Scary. Wilcome Tunnelly is in Scary, at the edge of the quarry. Objective #3: You recovered the skull from the quarry cave, but Wilcome Tunnelly thinks it will be safest for all if it is kept in the same place as the famed club of Bandobras 'Bullroarer' Took. Wilcome has asked you to take the skull to Brombard Foxtail. Brombard Foxtail is the keeper of the Mathom-house at Michel Delving, far to the south-west of Scary.</p>								
	Prologue: The Shire Unprotected	12	Halros	Tier 1	Tier 1	—	Beneath the Greenfields	—
<p>OBJECTIVES: The Ranger Halros is greatly concerned that he was unable to find any of his kindred to stand with you against the threat of Lubach and Éogan, and worries that something has happened to them. Objective #1: Halros has asked you to speak with a Man named Butterbur in order to discern the captain's whereabouts. The Man called Butterbur runs a tavern called the Prancing Pony in the town of Bree.</p>								
	Prologue: Troubles To Come	10	Halros	Tier 2	—	—	Goblin Foothold	The Quarry In Scary
<p>OBJECTIVES: With the aid of Halros the Ranger, you have discovered two goblin encampments in the Greenfields. Rumours continue to spread throughout the Shire, and it seems there might be much danger ahead for the peaceful land. Objective #1: With your help, Ranger Halros has learned that the goblins have two camps north of the Greenfields and that their leader is receiving orders from a mysterious figure who is not a goblin. He has asked you to warn Bounder Primstone of this threat at once. Bounder Primstone is inside the watch house in Brockenborings. Objective #2: Bounder Primstone is unhappy enough with the discovery of the goblins, but to add to his troubles, he also heard that a skull was uncovered at the quarry in Scary and is worried about talk of it being Golfimbul's head spreading to other towns in the Shire. He has asked you to find out what is going on from Wilcome Tunnelly. Wilcome Tunnelly is at the quarry in Scary, down the road east of Brockenborings.</p>								

The Shire

Level 1

A True Friend of Holly Hornblower
 A True Friend to the Quick Post
 Intro: A Road through the Dark (Epic)

Level 5

Bundle for Michel Delving
 Close up Their Burrows
 Hiders and Seekers
 Join the Bounders
 Prologue: Mundo's

Complaint (Epic)

Rescue Dora's Chickens
 Spoiled Pie from Michel Delving
 Spoiled Pie from Little Delving
 The Top Hiding-Place
 Worries from Waymeet
Level 6
 Bundle for Waymeet
 Eggs for Holly Hornblower
 Hobbiton Watch
 Lobelia's Pie

Making the Rounds

Needlehole Watch
 Pie for the Green Dragon
 Prologue: Flourdumpling's Stand (Epic)
 Spoiled Pie from Bywater
 Spoiled Pie from the Party Field
 The Bird and Baby
 Wolves at Waymeet
Level 7
 Adelard's Chapter
 Bundle for Needlehole

Fallen Apples

Spoiled Pie from Needlehole
 The Wolf in Exile
Level 8
 A Gift for the North
 Bundle for Hobbiton
 Bundle for Michel Delving
 Bundle for Tuckborough
 Daffodil Is Missing
 Eggs for Gammer Tunnelly
 Finding the Nest
 Gerebert Misses a Meal



Longo's Leaf-wagon
 Prologue: Make Yourself Useful (Epic)
 Refurbishing the Town Hole
 Spider Plague
 Spoiled Pie from Tuckborough
 Tell Bounder Chubb
 The Dwarves of Needlehole
 The Founding Writ
 The Green Dragon
 The Safety of the Shire
 Untangled Webs

Level 9

A Hidden Stash
 A Sack of Feed
 A Salve for Stings
 A Taste for Pork
 Belco's Writ
 Brimstone and Sparks
 Bundle for Bywater
 Bundle for Overhill
 By Hook or By Crook
 Calling for Charcoal
 Confront the Old Took
 Free the Tree
 Ghost of the Old Took
 Honey-bears
 Howling at Midnight
 Inspire Postman Oddfoot

Leaf in Woodhall
 Lobelia's Fireworks
 Lucky Sling-stone
 Old Sally
 Seeking Saltpetre
 Shore up the Fence
 Spoiled Pie from Budgeford
 Spoiled Pie from Frogmorton
 Spoiled Pie from Stock
 Spoiled Pie from Woodhall
 The Big Black Bear
 The Floating Log
 The Last of the Fireworks
 The Old Took's Favorite
 The Secret of the Collar
 The Trouble with Harvest-flies
 The Vigilance Committee
 Web-cutter
 Wolves in the Fields

Level 10

A Bounder of Great Merit
 A Few Pages Short
 Bandages for Callum
 Bears On the Greenfields
 Brockenborings to Bree-town
 Bundle for Budgeford
 Bundle for Hobbiton

Bundle for Stock
 Bundle for Woodhall
 Cloak of the Black Rider
 Fate of the Black Rider
 Long Live the Queen
 Longo's Missing Wagon
 Many Happy Returns
 My Grandson's Lunch
 Prologue: Pansy Tunnelly's Tale (Epic)
 Prologue: The Aid of Halros (Epic)
 Prologue: Goblin Foothold (Epic)
 Prologue: Troubles to Come (Epic)
 Prologue: The Quarry in Scary (Epic)
 Prologue: Bullroarer's Club (Epic)
 Restless Roost
 Rousting Ruffians
 Specter of the Black Rider
 Spoiled Pie from Brockenborings
 Spoiled Pie from Scary
 The End of the Matter
 The Golden Perch
 The Menace Confronted
 The Plough and Stars
 The Veiled Menace

Violet in Peril
Level 11
 Bundle for Scary
 Distant Dangers
 Flare for Danger
 Old Odo's Leaf-Farm
 Spiders in the Quarry
 The Warg of Budgeford
 Took and a Tower

Level 12

Beneath the Greenfields
 Bundle for Brockenborings
 Prologue: Beneath the Greenfields
 Prologue: The Shire Unprotected
 Sheep Theft
 The Fate of Prunella Boffin
 Unwelcome Strangers

Level 30

An Order for Alken Chubb
 An Order for Esmerelda Burrows
 An Order for Pansy Proudfoot
 An Order for Rollo Bunce
 An Order for Ruby Hollowbanks
 The Short Order Cook

TROLLSHAWS









Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Better Sort of Giant	40	Ringhul	Tier 4	Tier 4	Ethirphadanir, Maethathol	—	Mountain Raiders
<p>OBJECTIVES: Elf-scouts spotted giants moving out of the Misty Mountains, where Ringhul fears they may threaten Arifael, a giant who has been friendly to Elves over the years. Objective #1: Ringhul has asked you to protect his giant friend Arifael from his hostile kin. Arifael, a giant and friend to the Elves, may be in danger at his home on the slopes of Amon Nendir, south of the High Moor. Objective #2: You found Arifael hidden in the hills overlooking the valley south of the High Moor, but were forced to fight to defend him from enemy giants. Ringhul is in Rivendell, waiting for news of his giant friend Arifael.</p>								
	A Gift for the Elf-maid	36	Arrod	Tier 2	Tier 2	Arrod's Buckler, Crystal Locket	Lilies in the Valley	—
<p>OBJECTIVES: Arrod has prepared a necklace for the Elf-maid Narlinn with whom he is smitten. Objective #1: Arrod has asked you to deliver the necklace to Narlinn, the Elf-maid who is the object of his devotion. Narlinn is at Thorenhad, the camp of the sons of Elrond located among the Bruinen Gorges, north of the bear dens. Objective #2: Narlinn has refused Arrod's gift and has sent you to return it to him. Arrod is at his vantage point high above the Bruinen Gorges, by an old set of ruins.</p>								

Quests: Trollshaws



TROLLSHAWS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Perfect Feather	36	Arrod	Tier 3	Tier 2	—	A Scout among the Bruinen Gorges	Lilies in the Valley
<p>OBJECTIVES: One of Elladan and Elrohir's scouts, Arrod, is torn between fulfilling his duties and trying to court an Elf-maid with whom he is smitten. Objective #1: Arrod has asked you to search the nests of the hendrevail and bring him a perfect tail-feather from one. The creatures are filthy, but sometimes the beautiful feathers of their prey are left in their nests. Hendrevail make their nests in the high places of the Bruinen Gorges. Objective #2: Arrod is waiting for you to return with the perfect tail-feather you collected. Arrod is keeping watch over the Bruinen Gorges from his vantage point near ruins over the road.</p>								
	A Scout among the Bruinen Gorges	35	Narlinn	Tier 1	—	—	The Sons of Elrond, A Perfect Feather	A Perfect Feather
<p>OBJECTIVES: Many scouts were dispatched across the Trollshaws to keep watch for signs of evil, and the sons of Elrond want to know if anything has been found. Objective #1: Narlinn has asked you to check on Arrod, currently scouting the Bruinen Gorges, though likely more focused on wooing the Elf-maiden Faimir. Arrod is keeping watch somewhere among the Bruinen Gorges, south-east of Thorenhad, at a position where he can overlook the road.</p>								
	A Scout in Nan Tornaeth	38	Elrohir	Tier 1	—	—	The Sons of Elrond, Beasts Among the Ruins	Beasts Among the Ruins
<p>OBJECTIVES: Many scouts were dispatched across the Trollshaws to keep watch for signs of evil, and the sons of Elrond want to know if anything has been found. Objective #1: Elrohir has asked you to learn the fate of Calenthon, sent forth to scout Nan Tornaeth. Calenthon was sent forth from Thorenhad to investigate the ruins of Nan Tornaeth, north-west of Thorenhad. Elrohir identified a likely location on your map: by the 'T' in Nan Tornaeth.</p>								
	A Scout in the North Trollshaws	40	Elladan	Tier 1	—	—	The Sons of Elrond, Fighting the Brood	Fighting the Brood
<p>OBJECTIVES: Many scouts were dispatched across the Trollshaws to keep watch for signs of evil, and the sons of Elrond want to know if anything has been found. Objective #1: Elladan has asked you to aid Thoroniel, currently scouting a lair of spiders in the North Trollshaws. You should take allies with you. Thoroniel is south of the Wovenvales, a particularly dense spider-lair in the north-western corner of the North Trollshaws. Elladan told you to return to the road by Barachen's camp and strike north into the wild from there.</p>								
	A Snarling Threat	37	Fimgris	Tier 4	Tier 3	Celegdail, Galadranc	The Sons of Elrond	—
<p>OBJECTIVES: The Elf Fimgris has noticed the wolves of the Bruinen Gorges have been acting queer and wonders what could have put such rage and fear into their eyes. Objective #1: Fimgris has asked you to defeat some of the crazed wolves of the Bruinen Gorges, including their pack-leader and to investigate the deepest reaches of Drauglad, where the wolves make their dens. The wolves of the Bruinen Gorges have a den in Drauglad, a south-western valley of that region, which is itself south-east of Thorenhad. Objective #2: You have investigated the wolf-den in Drauglad and defeated some of the crazed animals, but the sense of dread there was almost palpable. You should return to Fimgris with your report. Fimgris is at Thorenhad, north of the bear-dens of the Bruinen Gorges.</p>								
	A Superior Lynx-hide Cloak	37	—	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: As you made your way through the High Moor outside of Rivendell, you discovered a dangerous Lynx. After a short battle in which you bested the beast, you discovered his hide was unmarred. Objective #1: Attacked by the Lynx of the High Moor, you bested the beast and discovered that your blow left nary a mark upon its hide. Having skillfully removed the hide, you should seek a tailor that could fit the hide into a magnificent cloak. Elves dwell in the hidden valley of Rivendell in the eastern reaches of the Trollshaws. The Light Armoursmith Gwathdal in the market of Rivendell can craft the cloak.</p>								
	Bear-hide Armour	36	—	Tier 3	—	Bear Hide Shirt, Bear Hide Jacket	—	—
<p>OBJECTIVES: While hunting the bears of the Western Trollshaws, you obtained a hide of unusual toughness. The beast from which it came was strong and hardy, possessed of thick fur and even thicker hide. Objective #1: It will take an Armourer of great skill to craft armour worthy of the beast from which this perfect hide came. An Armourer of sufficient skill likely dwells in the hidden valley of Rivendell. The Medium Armoursmith Gruinthir by the market of Rivendell can craft the cloak.</p>								
	Beasts Among the Ruins	38	Calenthon	Tier 3	Tier 2	—	A Scout in Nan Tornaeth	Calenthon and Malloval
<p>OBJECTIVES: Calenthon has observed some foul disease corrupting the bears of Nan Tornaeth and wants to ensure it does not pose a threat to travellers in the area. Objective #1: Calenthon is concerned about the corruption that seems to have affected the bears of Nan Tornaeth and wants you to bring him their pelts for study. Corrupted bears stalk the passes and valleys of Nan Tornaeth. Objective #2: Calenthon is waiting for you to return with tainted bear-hides from the diseased bears of Nan Tornaeth. Calenthon is north-west of Thorenhad, keeping watch over Nan Tornaeth.</p>								
	Boar-tooth Dagger	34	—	Tier 3	—	—	—	—
<p>OBJECTIVES: Your encounter with a ferocious boar not far from the Great East Road yielded a boar-tusk of surprising strength and beauty. Objective #1: Rivendell might be the home of a Weaponsmith able to work with the boar-tusk you obtained. An Elf Weaponsmith in Rivendell might be able to craft the boar-tusk you obtained into a deadly weapon. The One-Handed Weaponsmith Durvenel by the market of Rivendell can craft the weapon.</p>								

TROLLSHAWS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Calenthon and Malloval	38	Calenthon	Tier 3	Tier 3	—	Beasts Among the Ruins	Keepers of the Dead
<p>OBJECTIVES: Calenthon has sent his falcon Malloval to scout the Rhudaur ruins in Nan Tornaeth a long while ago, but Malloval has not returned. Objective #1: Calenthon gave you a whistle with which to summon his falcon, Malloval. He suggested you take friends for safety. The slope south of Calenthon would be an ideal location at which to blow the whistle he gave you to summon Malloval. Objective #2: After using Calenthon's whistle, you heard a falcon cry above the ruins near the bridge of Thoniant in Nan Tornaeth. Shortly before the bridge of Thoniant, you will find Malloval. Defend him from the Hill-men and from the wight that approaches after the first wave is defeated. Objective #3: Calenthon will be pleased to hear that you defended his falcon, Malloval, from the Hill-men of Rhudaur and waits for you to return with his whistle. Calenthon is south of the bridge of Thoniant, in Nan Tornaeth.</p>								
	Fighting the Brood	40	Thoroniel	Tier 3	Tier 2	Belegranc, Hunter of Wovenvales	A Scout in the North Trollshaws	The Deadly Broods
<p>OBJECTIVES: Thoroniel has been keeping an eye on the activity of the spiders in the North Trollshaws and has become alarmed at the recent surge in their number. Objective #1: Thoroniel has asked you to defeat spiders in the Wovenvales and advised you to bring allies. Spiders have made their home in the Wovenvales of the North Trollshaws. Objective #2: Thoroniel is waiting to hear that you have defeated the spiders that stalk the Wovenvales. Thoroniel is in the North Trollshaws, just outside the Wovenvales in the north-west corner.</p>								
	Frodo's Burden	40	Gandalf	Tier 2	—	—	—	—
<p>OBJECTIVES: Gandalf the Grey is concerned for his Hobbit-friend Frodo Baggins, who has agreed to undertake a dangerous task of great secrecy. Objective #1: Gandalf the Grey has asked you to speak with Frodo Baggins and gauge his state-of-mind. Frodo Baggins is at the Last Homely House, outside on the landing. Objective #2: Gandalf the Grey has asked you to speak with Frodo Baggins and gauge his state of mind. Frodo is waiting to walk with you in the cool air. Frodo Baggins is at the Last Homely House, outside on the landing. One easy way to complete this quest with a minimum effort is to target Frodo and use /follow. You will follow the Hobbit until the end of the scene. Objective #3: You and Frodo walked the grounds of Rivendell, and he expressed his concerns to you. Gandalf is waiting to hear your opinion of the Hobbit's state-of-mind. Gandalf the Grey is in Rivendell.</p>								
	Keepers of the Dead	38	Calenthon	Tier 3	Tier 2	—	Calenthon and Malloval	Master of the Risen
<p>OBJECTIVES: Calenthon believes that the Hill-men of Rhudaur in Nan Tornaeth have some foul association with the wights that stalk the ruins by night. Objective #1: Calenthon has asked you to defeat some of the Hill-men of Rhudaur in Nan Tornaeth and bring him some sign of their connexion with the wights that stalk the area by night. The Hill-men of Rhudaur can be found throughout Nan Tornaeth, northeast of Calenthon, at Amon Varadh and Minas Ciliant. Objective #2: You found a curious emblem on the body of a fallen Hill-man. You should bring it to Calenthon at once. Calenthon is in Nan Tornaeth, north-west of Thorenhad.</p>								
	Lilies in the Valley	36	Arrod	Tier 3	Tier 2	—	A Perfect Feather	A Gift for the Elf-maid
<p>OBJECTIVES: Arrod was pleased with the feather you brought him and has been inspired by it to craft a necklace for Narlinn. Objective #1: Arrod has asked you to bring him a perfect lily of exquisite beauty. No other kind will do. A perfect lily grows somewhere along the Bruinen east of Arrod's post. The lily is surrounded by bog-lurkers in the Bruinen. Objective #2: Arrod will be delighted to see that you have found a lily of exquisite beauty. Arrod is watching the road through the Bruinen Gorges from his vantage point near a set of hilltop ruins, west of the Bruinen.</p>								
	Lynx-hide Cloak	37	—	Tier 3	Tier 3	—	—	—
<p>OBJECTIVES: Along the high moors you delivered a swift and deadly blow to a lynx with a beautiful hide. The beast set upon you and after besting it, you claimed a fair trophy hoping to find an Elven tailor to use the hide to fashion an elegant wrap. Objective #1: Attacked by the Lynx of the High Moor, you bested the beast and discovered that your blow left nary a mark upon its hide. Having skillfully removed the hide, you should seek an Elven armoursmith that could fit it into a magnificent cloak. Elves dwell in the hidden valley of Rivendell in the eastern reaches of the Trollshaws. The Light Armoursmith Glorielvur in the market of Rivendell can craft the cloak.</p>								
	Master of the Risen	40	Calenthon	Tier 4	Tier 3	Porvaib, Helm of the North-star, Explorer's Leggings, Gúrdring's End, Estelthan	Keepers of the Dead	—
<p>OBJECTIVES: Calenthon has learned that the Hill-men of Rhudaur in the area have pledged their lives to a gaunt-Man named Gúrdring and the wights he commands. Objective #1: Calenthon has asked you to defeat the gaunt-Man that has allied with the Hill-men of Rhudaur. The gaunt-Man Gúrdring stalks the ruins in northeast Nan Tornaeth. Objective #2: Calenthon will be pleased to know that you have slain the gaunt-Man Gúrdring and defeated many of the wights under his control. Calenthon is within Nan Tornaeth, north-west of Thorenhad.</p>								
	Mountain Raiders	41	Ringhul	Tier 4	Tier 4	—	A Better Sort of Giant	Scouting the Mountains
<p>OBJECTIVES: Hostile giants in the Stonemere south of Rivendell have violated an ancient treaty by coming down from the mountains and into the Trollshaws. Objective #1: Ringhul has asked you to make your way into the Stonemere to defeat the hostile giants and slay their leader. The hostile giants are south of Rivendell, beyond the High Moor, in the Stonemere near the hill where you found Arifael. Objective #2: Ringhul asked you to defeat the hostile giants that have come down from the mountains. Ringhul is at Rivendell, waiting to hear that you have defeated some of the giants in the Stonemere.</p>								

Quests: Trollshaws



TROLLSHAWS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Queen-mother	42	Thoroniel	Tier 4	Tier 3	Thoroniel's Boots, Doronolf, Othdram, Thoroniel's Shield	Their Own Weapons	—
<p>OBJECTIVES: The time for the final leg of Thoroniel's campaign against the spiders of the Wovenvales has come. Objective #1: Thoroniel has asked you and your allies to defeat the trapdoor-spider queen while she seeks the queen of the flesh-gnawer spiders. The trapdoor-spider queen is somewhere deep within the Wovenvales. Objective #2: Thoroniel will be pleased to hear that you have defeated the trapdoor-spider queen. Thoroniel should be back outside the Wovenvales if her mission to defeat the flesh-gnawer queen was a success.</p>								
	Scouting the Wild	33	Alphlanc	Tier 1	—	—	Trampling Hooves	Trampling Hooves
<p>OBJECTIVES: Alphlanc is watching the road as it runs over the Last Bridge for any sign that servants of the Enemy might slip into—or out of—the Trollshaws. Objective #1: Alphlanc asked you to bring word to Barachen that no evil has entered the Trollshaws while she has been watching the Last Bridge, though neither has any left. Barachen is at his camp east of the Last Bridge, on a hill south of the road. Alphlanc told you to follow the road east until you see her friend Rochwen, who can further guide you.</p>								
	Some Disease Affects Them	34	Rochwen	Tier 3	Tier 2	—	The Stolen Stones	—
<p>OBJECTIVES: Rochwen believes that the whiskerback cave-claws in the ruins of Ost Dúrgonn, northeast of the Last Bridge, have become corrupted by some disease. Objective #1: Rochwen has asked you to defeat some of the ferocious cave-claws in the South Trollshaws. Diseased whiskerbacks come down into the low-lands from the ruins of Ost Dúrgonn, northeast of the Last Bridge. Objective #2: Rochwen will be pleased to know that you have defeated some of the diseased cave-claws that come forth from the ruins of Ost Dúrgonn near the Last Bridge. Rochwen is north of Barachen's camp, by the road that runs through the South Trollshaws.</p>								
	The Deadly Broods	40	Thoroniel	Tier 3	Tier 2	—	Fighting the Brood	Their Own Weapons
<p>OBJECTIVES: Thoroniel believes that the Wovenvales are infested with two different broods of spider, and she has formed a plan to deal with both of them. Objective #1: Thoroniel has asked you to collect fangs from the two different spider-broods in the North Trollshaws: the trapdoor-spiders and the flesh-gnawer spiders. Two broods of spiders make their home in the Wovenvales of the North Trollshaws. Objective #2: Thoroniel is waiting for you to return with the fangs you collected from each of the broods of spider in the North Trollshaws. Thoroniel is just outside the Wovenvales of the North Trollshaws.</p>								
	The Riddle-finder	36	Bilbo Baggins	Tier 2	—	Lindir's Gauntlets, Refined Essence of Athelas	The Riddle-maker	The Riddle-seeker
<p>OBJECTIVES: Lindir has found a new riddle for you to solve. Again, he is sure the answer can be found somewhere in Imladris. Objective #1: Lindir has a new riddle to offer. Lindir is with Bilbo in the Hall of Fire at Rivendell. Objective #2: Breath is needed. Warning heeded. Some will arrive with sword and knife. My work is completed 'til once more I'm needed. Find the answer to Lindir's riddle somewhere in Imladris. To find the solution, speak with Boromir near the northern path that leads out of Rivendell into the Misty Mountains. Objective #3: Boromir has given you a token that provides the answer to Lindir's Gondorian riddle. Lindir is with Bilbo in the Hall of Fire at Rivendell.</p>								
	The Riddle-game	36	Bilbo Baggins	Tier 2	—	—	—	The Riddle-maker
<p>OBJECTIVES: Bilbo has asked you to help out in a riddle-game he is playing with Lindir: I often hold your hand, but I have no hands wherewith to hold. I often sleep in summer, but I do my best when it grows cold. I often lose my mate, but I feel no sorrow, if truth be told. Objective #1: Bilbo has asked you to speak with Lindir about the riddle he asked the old Hobbit. Lindir is standing with Bilbo in the Hall of Fire. Objective #2: Lindir is waiting for you to bring him whatever thing is the answer to his riddle. The answer to Lindir's riddle lies somewhere in Imladris. To solve the riddle, look in the stables of Rivendell for a pair of gloves.</p>								
	The Riddle-maker	36	Lindir	Tier 2	—	—	The Riddle-game	The Riddle-finder
<p>OBJECTIVES: Bilbo has a riddle of his own for you to solve: a long beard I have of bristly hair, but no chin or cheek on which to bear. Many hands hold me, with ne'er a caress, yet I'm e'er the first to clean up a mess. Objective #1: Bilbo has a riddle for you to solve. Bilbo is standing with Lindir in the Hall of Fire. Objective #2: Bilbo is waiting for you to bring him the item that solves his riddle. The solution to Bilbo's riddle is somewhere around Rivendell. To solve the riddle, look in the stables of Rivendell for a broom.</p>								
	The Riddle-master	36	Glorfindel	Tier 3	—	Riddle Master's Hat, Dannels, Master of Riddles	The Riddle-seeker	—
<p>OBJECTIVES: Glorfindel does not know where Arwen's legacy is, but he has given you some advice which may help you to find it. Objective #1: Glorfindel advised you to place a hand on a rock by the entrance of the Elf-vault and to recite the verses of the riddle. Arwen's legacy, a white jewel, should be somewhere in the vault. If you find the jewel, return to Glorfindel with your prize. The lost Elf-vault is somewhere in the Trollshaws in the vicinity of Rivendell. Inside the vault you will fight swarms of crawlers, but you should be able to defeat them by yourself and recover the legacy. Objective #2: Glorfindel asked you to bring Arwen's legacy to Elrond. Elrond is in the library of Rivendell.</p>								

TROLLSHAWS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Riddle-seeker	36	Lindir	Tier 2	—	—	The Riddle-finder	The Riddle-master
<p>OBJECTIVES: A final riddle that bears on Elrond's House in Rivendell is yet to be solved. Objective #1: Bilbo will tell you the unsolved riddle. Bilbo is standing with Lindir in the Hall of Fire. Objective #2: Bilbo thinks Elrond may know more about the riddle. The jewel of the moon, enshrined in the water, from mother to daughter is given a boon. Ships sail to the west, forgetting all sorrow, landfall on the morrow, the isles of the blest. Elrond is in the library of Imladris. Objective #3: Elrond has directed you to speak to Glorfindel about the riddle. The jewel of the moon, enshrined in the water, from mother to daughter is given a boon. Ships sail to the west, forgetting all sorrow, landfall on the morrow, the isles of the blest. Glorfindel is outside the house of Elrond, by the waterfall.</p>								
	The Sons of Elrond	35	Rochwen	Tier 1	—	—	The True Thieves	—
<p>OBJECTIVES: The Elves of Barachen's company were impressed by your recovery of Heithur's stolen stones and have asked you to aid Elladan and Elrohir, the sons of Elrond, with their duties in the Trollshaws. Objective #1: Rochwen is impressed by your skill and determination and has asked you to lend your aid to the sons of Elrond, who keep watch over the Trollshaws from their camp near the Bruinen Gorges. Elrohir is at Thorenhad, the camp he established with his brother Elladan. Thorenhad is east of the Elf Rochwen, among the Bruinen Gorges, to the north of the bear-dens.</p>								
	The Stolen Stones	34	Heithur Ironfist	Tier 4	Tier 3	—	Trouble by the Last Bridge	The True Thieves
<p>OBJECTIVES: The dwarves of Heithur Ironfist's company have fallen upon some misfortune near the Last Bridge, and the stones they were transporting to Glóin in Rivendell were lost. Objective #1: Heithur Ironfist has asked you to speak with Rochwen about what threats could have overtaken his Dwarf-company by the Last Bridge. Rochwen is along the road, north of Barachen's camp in the South Trollshaws. Objective #2: Rochwen believes that the cave-claws of Ost Dúrgonn could not have defeated a company of dwarves, but that they may have played some role in the defeat of Heithur's couriers. Cave-claws infest the ruins of Ost Dúrgonn northeast of the Last Bridge. When you find Whitebeard, prepare to fight several waves of cave-claws, followed by a monstrosly large cave-claw. Objective #3: You have learned from Tóki Whitebeard that the stones his company was transporting have been stolen by trolls, apparently aided by the monstrous cave-claw you defeated. Heithur Ironfist is at Barachen's camp, east of the Last Bridge and south of the road, on a sloping hill in the shadow of tall cliffs.</p>								
	The True Thieves	34	Heithur Ironfist	Tier 4	Tier 3	Tirithranc, Stone Finder's Gloves, Ladbeng, Ironfist's Wall	The Stolen Stones	—
<p>OBJECTIVES: Heithur Ironfist believes that you are now very near to recovering the stones that were stolen from his couriers. Objective #1: Heithur Ironfist has asked you to speak with Rochwen about the stone-trolls of the region so you may retrieve the stones stolen from his couriers. Rochwen is north of Barachen's camp, on the road that runs through the South Trollshaws. Objective #2: Rochwen believes that one of the stone-trolls of the South Trollshaws must have taken the stones from the Dwarf-couriers, though that is most unusual. She advised you to bring friends with you, for even a single stone-troll is a dangerous opponent. Stone-trolls in the South Trollshaws can be found northeast of Rochwen's post. Objective #3: Heithur Ironfist is waiting for you to return with the stones stolen from Glóin's couriers. Heithur Ironfist is at Barachen's camp, south of the road, atop the sloping hill that lies in the shadow of the tall cliffs.</p>								
	Their Own Weapons	41	Thoroniel	Tier 4	Tier 3	—	The Deadly Broods	Queen-mother
<p>OBJECTIVES: Thoroniel has prepared two bottles of poison from the trapdoor and flesh-gnawer fangs you brought to her, hopeful that their venom can be used against them. Objective #1: Thoroniel has given you two bottles of venom, and asked you to pour venom from one bottle onto egg sacs belonging to the other brood, and to do the same for the remaining bottle. Trapdoor egg sacs and flesh-gnawer egg sacs can be found throughout the Wovenvales. Objective #2: The Elf-scout Thoroniel is waiting to hear whether you successfully made use of the venom-bottles she gave you. Thoroniel is outside the Wovenvales in the North Trollshaws.</p>								
	To Barachen	33	Anhebir	Tier 1	Tier 1	—	Trampling Hooves, Scouting the Wild	—
<p>OBJECTIVES: The Elf Barachen patrols near the Last Bridge, guarding the passage from the Lone-lands into the Trollshaws. Objective #1: Anhebir has sent you to lend what aid you may to the Elf Barachen. Barachen makes his camp not far east of the Last Bridge from the Lone-lands, on a hill south of the road.</p>								
	To Thorenhad	35	Anhebir	Tier 1	Tier 1	—	The Sons of Elrond, A Perfect Feather	—
<p>OBJECTIVES: Elf-scouts are encamped at Thorenhad, charged with patrolling the Trollshaws for signs of evil. Objective #1: Anhebir has sent you to Thorenhad, to report to Elrond's son, Elrohir. Thorenhad is a ruin atop a hill north of the bear-dens of the Bruinen Gorges. It is to the east of Barachen's camp, and some distance west of Rivendell.</p>								
	Trampling Hooves	33	Barachen	Tier 3	Tier 2	—	Scouting the Wild	Trouble by the Last Bridge
<p>OBJECTIVES: The Elf Barachen and his friends have been told to scout the South Trollshaws for signs of evil and have learned that a company of dwarves bound for the area may have fallen to misfortune. Objective #1: Barachen asked you to search for the missing dwarves among the boars to the west of his camp. If the dwarves fell afoul of the creatures, some sign may still remain. Boars can be found in the South Trollshaws, west of Barachen's camp. Objective #2: Barachen is waiting to hear whether you found any sign of the missing dwarves among the boars of the Trollshaws. Barachen is at his camp in the South Trollshaws, south of the road and in the shadow of tall cliffs.</p>								

Quests: Trollshaws



TROLLSHAWS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Trouble by the Last Bridge	33	Barachen	Tier 2	Tier 2	—	Trampling Hooves	The Stolen Stones
<p>OBJECTIVES: Heithur Ironfist is concerned about his missing dwarves, but he is especially worried about their cargo of historically-significant stones from Thorin's Hall bound for Glóin, and he wants them recovered. Objective #1: Barachen has asked you to speak with Alphlanc at the Last Bridge to see if she has seen sign of the missing dwarves. Alphlanc is at the Last Bridge on the western edge of the Trollshaws, where the road passes into the Lone-lands. Objective #2: Alphlanc has asked you to search the area immediately around the Last Bridge closely for some sign of the missing dwarves. The Last Bridge supports the road as it winds west out of the Trollshaws and passes into the Lone-lands. Objective #3: You have located a smashed crate by the Last Bridge that appears to be of Dwarf-make. You should investigate further. A smashed crate lies at the foot of the Last Bridge, on the water's edge. Objective #4: Heithur will want to hear about your discovery of a shattered Dwarf-crate at the base of the Last Bridge, emptied of its contents. Heithur Ironfist is at Barachen's camp, east of the Last Bridge, on a sloping hill in the shadow of the southern cliffs. The Elf Rochwen stands on the road north of the camp, ready to aid travellers.</p>								
	Very Unlike Trolls	34	Barachen	Tier 4	Tier 3	Tirithbadanir, Barachen's Mallet	The Stolen Stones	—
<p>OBJECTIVES: Barachen is concerned by Tóki Whitebeard's tale and fears what implications this unusual behaviour of the Stone-trolls might have for the Trollshaws. Objective #1: Barachen has asked you to defeat some of the Stone-trolls of the southern Trollshaws in an attempt to discourage their newly-aggressive behaviour. Stone-trolls can be found throughout the southern Trollshaws, but Rochwen may have more information about their location. Objective #2: Barachen will be pleased to know that you have defeated many Stone-trolls in the area. Barachen is at his camp south of the road that runs through the southern Trollshaws, on a sloping hill in the shadow of tall cliffs.</p>								

TROLLSHAWS: EPIC QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 4: Foreword: The Troubles of Rivendell	37	Aragorn	—	Tier 1	—	—	Chapter 1: Where Is the Horse and the Rider?
<p>Objectives: A council of Free Peoples was called and you were sent to speak with Aragorn in the Elf refuge of Rivendell. Objective #1: Aragorn told you that Rivendell is under threat from the Enemy. Elrond wishes to speak with you about the nature of this threat. Elrond waits in the library of Rivendell.</p>								
	Book 4: Chapter 1: Where Is the Horse and the Rider?	37	Elrond	Tier 2	Tier 2	—	Foreword: The Troubles of Rivendell	Chapter 2: The Missing Rider
<p>Objectives: Servants of the Enemy pursued Frodo Baggins to the Bruinen, and though the hobbit and his friends were saved and the fell creatures defeated by the power of Elrond, not all of the Nazgûl have been accounted for. Objective #1: Lord Elrond has asked you to lend your assistance to his sons Elladan and Elrohir, currently seeking the missing Nazgûl. Elladan is at his camp of Thorenhad on the north-western slope of the Bruinen Gorges, north of the bear-dens.</p>								
	Book 4: Chapter 2: The Missing Rider	38	Elladan	Tier 4	Tier 3	Elladan's Leggings, Brognam	Chapter 1: Where is the Horse and the Rider?	Chapter 3: The Wisdom of Lord Glorfindel
<p>Objectives: Elladan and Elrohir have had an unfruitful search for the missing Rider, but the brothers have finally uncovered some traces of his passing. Objective #1: Elladan has asked you to follow the Nazgûl into the South Trollshaws. The hoofprints were discovered far south of the road, and the sons of Elrond believe that the missing Rider might be hiding in the ruins of Minas Agor, located within the narrow channels of the South Trollshaws. Objective #2: You should remove the bridle from the horse's corpse and return with it to Elladan. The corpse of a black horse lies in the ruins of Minas Agor, located among the narrow channels of the South Trollshaws. Objective #3: Elladan will be both pleased and troubled to see the bridle of the black horse, for it means that the missing Rider is still somewhere within the Trollshaws. Elladan is at Thorenhad, located among the Bruinen Gorges, north of a bear-den.</p>								
	Book 4: Chapter 3: The Wisdom of Lord Glorfindel	38	Elladan	Tier 3	—	—	Chapter 2: The Missing Rider	Chapter 4: Regaining the Trail
<p>Objectives: Elladan was pleased that you found the horse of the missing Rider, but will not be satisfied until he knows its master's fate. Objective #1: Elladan has asked you to consult with the Elf-lord Glorfindel about the missing Rider. Lord Glorfindel can be found in Imladris, far to the east of Thorenhad, contemplating the waterfalls by the Last Homely House. Objective #2: Lord Glorfindel has given you an Elf-stone and has asked you to test its powers by holding it aloft on the banks of the Bruinen. The Ford of Bruinen is to the west of Imladris, at the bottom of the steeply-climbing slopes. Objective #3: Glorfindel is waiting to speak with you upon your return from the Ford of Bruinen. Lord Glorfindel is in Imladris, high above the Bruinen and to the east, by the waterfall outside the Last Homely House.</p>								
	Book 4: Chapter 4: Regaining the Trail	38	Glorfindel	Tier 2	—	—	Chapter 3: The Wisdom of Lord Glorfindel	Chapter 5: Hiding in the Dark
<p>Objectives: Lord Glorfindel gave you a beryl which glows when it is brought into places where great evil has left its mark. Objective #1: Lord Glorfindel has sent you back to Elladan with a beryl, an Elf-stone that glows when it comes near places on which great evil has left its mark. Elladan is at Thorenhad, his camp among the Bruinen Gorges, north of the bear-dens.</p>								

TROLLSHAW: EPIC QUESTS								
Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Book 4: Chapter 5: Hiding in the Dark	40	Elladan	Tier 4	Tier 4	Ladgris, Luthrand, Eluil	Chapter 4: Regaining the Trail	Chapter 6: The Knowledge of the Onodrim
<p>Objectives: Elladan has determined that the missing Rider may be hiding in one of the many caves that dot the crags of the Trollshaws and wants you to search several of them with Glorfindel's beryl. Objective #1: Elladan wants you to search three troll-caves with Glorfindel's beryl. Elladan gave you his notes containing the locations of the troll-caves. Objective #2: Elladan is waiting to hear what Glorfindel's beryl revealed: that the missing Nazgûl was never in any of the caves you searched. Elladan is at Thorenhad, his camp among the Bruinen Gorges, north of the bear-dens.</p>								
	Book 4: Chapter 6: The Knowledge of the Onodrim	41	Elladan	Tier 4	Tier 3	—	Chapter 5: Hiding in the Dark	Chapter 7: The Aid of Mirkwood
<p>Objectives: While you were searching the caves of the Trollshaws for some sign of the missing Nazgûl, Elladan heard tell of one of the Onodrim in the wilderness that might know the Rider's whereabouts. Objective #1: Elladan told you that Barachen reported seeing one of the Onodrim somewhere in the wild and wants you to talk to him about it. Barachen is at his camp south of the Great East Road that runs through the South Trollshaws. Scouts along the road can direct you to him. Objective #2: Barachen reported seeing one of the Onodrim somewhere in the Trollshaws, and Elladan thinks it possible that this Onod might know something of the missing Nazgûl's whereabouts. One of the Onodrim, a creature of ancient days, was seen in the valley of the giants south of the High Moor, high above the Bruinen. Barachen reportedly saw the Onod standing next to some mighty trees as he came south into the valley. Objective #3: Elladan will be troubled to learn the fate of the Onod that Barachen saw in the valley of the giants. Elladan is at Thorenhad, his camp among the Bruinen Gorges, north of the bear-dens.</p>								
	Book 4: Chapter 7: The Aid of Mirkwood	41	Elladan	Tier 2	—	—	Chapter 6: The Knowledge of the Onodrim	Chapter 8: The Unmarked Trail
<p>Objectives: Elladan is greatly concerned about the evil that seems to grow from deep within the Trollshaws and knows that you cannot face it alone. Objective #1: Elladan has asked that you speak with his father about arranging an audience with the visiting Elves from Mirkwood, who might have some experience with creatures of the manner which you encountered. Master Elrond is at Imladris, far east of Elladan's camp of Thorenhad and above the Bruinen. Objective #2: Master Elrond has told you of an Elf-prince named Legolas, currently staying in Imladris for a time. He hails from Mirkwood and may have some knowledge of the creature you faced in the Trollshaws. Legolas is at the Haven of Orladion, just outside the House of Elrond.</p>								
	Book 4: Chapter 8: The Unmarked Trail	42	Legolas	Tier 5	Tier 4	Cuneldor, Tracker's Trousers, Himhar, Taushakh's Doom	Chapter 7: The Aid of Mirkwood	Chapter 9: Hasten Their Departure
<p>Objectives: Legolas recognized the creature you described as one of Wood-trolls and has agreed to help you track the rest down. Objective #1: The Elf-prince from Mirkwood, Legolas, is waiting to help you track down the Wood-trolls in the Trollshaws and defeat them. Legolas is in Imladris, at a pavilion outside the Last Homely House. Objective #2: The Elf-prince from Mirkwood, Legolas, is waiting to speak with you about what the two of you saw in the lair of the Wood-trolls. Legolas is in Imladris, at the pavilion outside the Last Homely House.</p>								
	Book 4: Chapter 9: Hasten Their Departure	42	Legolas	Tier 1	Tier 1	Dorlos	Chapter 8: The Unmarked Trail	Book 5: Chapter 1: Into the Misty Mountains
<p>Objectives: Legolas has been dismayed by the events in the lair of the Wood-trolls and thinks Elrond should be told of them at once. Objective #1: Legolas has asked you to go to Elrond at once and tell him what transpired in the lair of Taushakh, king of the Wood-trolls. Master Elrond is within the Last Homely House.</p>								

Trollshaws

Level 33
Scouting the Wild
To Barachen
Trampling Hooves
Trouble by the Last Bridge

Level 34
Boar-tooth Dagger
Some Disease Affects Them
The Stolen Stones

The True Thieves
Very Unlike Trolls

Level 35
A Scout Among the Bruinen
Gorges

The Sons of Elrond
To Thorenhad

Level 36
A Gift for the Elf-maid

A Perfect Feather
Bear-hide Armour
Lilies in the Valley
The Riddle-finder
The Riddle-game
The Riddle-maker
The Riddle-master
The Riddle-seeker

Level 37
A Snarling Threat
A Superior Lynx-hide Cloak
Book 4: Chapter 1: Where
is the Horse and the
Rider? (Epic)
Book 4: Foreword: The Trou-
bles of Rivendell (Epic)
Lynx-hide Cloak

Quests: Trollshaws



Level 38

A Scout in Nan Tornaeth
Beasts Among the Ruins

Book 4: Chapter 2: The Missing Rider (Epic)

Book 4: Chapter 3: The Wisdom of Lord Glorfindel (Epic)

Book 4: Chapter 4: Regaining the Trail (Epic)

Calenthon and Malloval
Keepers of the Dead

Level 40

A Better Sort of Giant

A Scout in the North
Trollshaws

Book 4: Chapter 5: Hiding in the Dark (Epic)

Fighting the Brood

Frodo's Burden

Master of the Risen

The Deadly Broods

Level 41

Book 4: Chapter 6: The Knowledge of the Onodrim (Epic)

Book 4: Chapter 7: The Aid of Mirkwood (Epic)

Mountain Raiders

Their Own Weapons

Level 42

Book 4: Chapter 8: The Unmarked Trail (Epic)

Book 4: Chapter 9: Hasten Their Departure (Epic)

Queen-mother

CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Burglar's Errand	30	Burglar Trainer	Tier 4	Tier 3	Brownlock's Knife, Ghost-walker's Cloak	A Thief in the Night	—
<p>OBJECTIVES: A burglar hones his skill by thieving items of little worth, but these excursions are mere dalliances when the fate of the Free Peoples are at stake. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: You received a mysterious message that one "Palma Brownlock" is waiting to speak with you. Palma Brownlock is waiting for you at The Forsaken Inn in the Lone-lands, just off the Great East Road. Objective #2: Palma Brownlock is waiting to travel with you to the hideout of the half-orcs that stole the sword she mentioned. Palma Brownlock is at The Forsaken Inn in the Lone-lands. Use all of your cunning to sneak up the hills and among the ruins until you find the sword, and then return to where Palma is waiting for you. Keep in mind that an enemy is less likely to notice you while you Sneak if you stay to his back or sides. Objective #3: Palma Brownlock is waiting to speak with you about your successful infiltration of Naerost. Palma Brownlock is at The Forsaken Inn in the Lone-lands.</p>								
	A Lesson from Bilbo Baggins	50	Burglar Trainer	Tier 2	—	Trait: Stick and Move	Articles of Cunning, Implements of the Night	—
<p>OBJECTIVES: Sterling Proudfoot thinks that you might be able to learn something from Bilbo Baggins, whose adventure as a burglar has stirred the imaginations of Hobbit-children for years. Objective #1: Sterling Proudfoot thinks you should find the legendary burglar, Bilbo Baggins, and see what you might learn from him. The whereabouts of Bilbo Baggins are unknown by Sterling Proudfoot, but you can find Bilbo in the Hall of Fire in Rivendell.</p>								
	A Thief in the Night	15	Burglar Trainer	Tier 3	Tier 2	Scaled Helmet, 5 Farmer Maggot's Mushrooms, Trait: Ambidextrous	—	—
<p>OBJECTIVES: Burglars of great skill are not often chanced upon these days, especially if they do not wish to be found. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: You have been told to speak with Atherol Took if you wish to become a better burglar. Atherol Took, a very accomplished burglar, is at Adso's Camp, west of the town of Bree. If you are careful, you can dispatch the brigands at the farm without much trouble, and then find the mushrooms you need to collect within the white greenhouses at the rear. Once you have accomplished each task, return to Atherol by the fence along the road. Objective #2: Atherol is waiting to speak with you about your expedition to Farmer Maggot's farm. Atherol Took is at Adso's Camp on the Great East Road, between Bree and Buckland.</p>								
	Articles of Cunning	50	Sterling Proudfoot	Tier 5	—	Earring of Cunning, Bracelet of Cunning	The Truest Course is Awareness	—
<p>OBJECTIVES: Sterling Proudfoot has agreed to help you fashion a piece of equipment that properly reflects your skill as a burglar. Objective #1: Sterling Proudfoot asked you to return with Driftclaw's windswept hide and twelve pieces of blinding snowbeast-fur. Sterling Proudfoot is in Buckland, west of Bree and east of the Brandywine River. Objective #2: Sterling Proudfoot is waiting for you to return with the first set of components, obtained from the Misty Mountains. Objective #3: Sterling Proudfoot asked you to return with twenty unyielding drake-scales and ten glossy cave-claw skins. Objective #4: Sterling Proudfoot is waiting for you to return with the second set of components, obtained from Gorohtlad, Nan Gurth, or the Auction Hall. Objective #5: Sterling Proudfoot asked you to return with a Goblin-badge of Rank and an Insignia of Battle. Objective #6: Sterling Proudfoot is waiting for you to return with the last set of components, obtained from goblin and uruk bosses in Urugarth, or from the Auction Hall.</p>								
	Implements of the Night	50	Sterling Proudfoot	Tier 5	—	Mace of the Night, Dagger of the Night	The Truest Course is Awareness	—
<p>OBJECTIVES: Sterling Proudfoot has agreed to help you fashion a weapon to compliment your great skill as a burglar. Objective #1: Sterling Proudfoot asked you to return with five hollow sulfur-leech fangs and the split claw of the Warg Narglup. Sterling Proudfoot is in Buckland, west of Bree and east of the Brandywine River. Objective #2: Sterling Proudfoot is waiting for you to return with the first set of components, obtained from Malenhad and Fasach-Iarran. Objective #3: Sterling Proudfoot asked you to return with twenty hateful worm-eyes and fifteen venomous dread-turtle beaks. Objective #4: Sterling Proudfoot is waiting for you to return with the second set of components, obtained from Gorohtlad, Nan Gurth, or from the Auction Hall. Objective #5: Sterling Proudfoot asked you to return with a Warg-keeper's token and a cruel talon of Azgoth. Objective #6: Sterling Proudfoot is waiting for you to return with the last set of components, obtained from a goblin boss in Urugarth and a morroval boss in Carn Dûm, or from the Auction Hall.</p>								

CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Knee-breaker's Manual	44	Quest Drop	Tier 3	—	Trait: Sweep the Knee	—	—
<p>OBJECTIVES: Knee-breaker's Manual is an odd tome—it appears to be written in a rather careful and precise script, but the passages themselves describe a particularly coarse and savage individual. Whomever he was, the exploits described in this book certainly lean to the unsavoury side of the burglar's profession. Nevertheless, there are a number of intriguing points that the author of the book presents. Frustratingly, several key pages are missing. It is said that the famous burglar Bilbo Baggins has undertaken a study of the profession since his retirement—perhaps he could tell you something about this 'Knee-breaker' or the missing sections of his manual? Objective #1: It's said that the famous Burglar Bilbo Baggins has undertaken a study of the profession since his retirement—perhaps he could tell you something about this 'Knee-breaker' or the missing sections of his manual? Bilbo is in the Hall of Fire in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on nomads in West Angmar, and Pages 5–8 drop on orcs in East Angmar.</p>								
	The Book of Knives	42	Quest Drop	Tier 3	—	Trait: Flashing Blades	—	—
<p>OBJECTIVES: The Book of Knives was written by a burglar of great renown—she is even said to have retrieved the choicest gem of a hoard from beneath the grasping claw of a sleeping dragon—but her true name remains unknown and many doubt the veracity of her most outlandish exploits. Nevertheless, she was acknowledged as one of the finest knife-fighters in Middle-Earth during her time. Objective #1: The Book of Knives is sadly incomplete, and little can be learned from its cryptic writings. The famous burglar Bilbo Baggins is known for his love of riddles and mysteries—perhaps he might be able to shed some light on this text? Bilbo is in the Hall of Fire in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on Angmarim in the Western Ram Duath, and Pages 5–8 drop on spiders in the North Trollshaws.</p>								
	The Expert's Guide to Dirty Fighting	46	Quest Drop	Tier 4	—	Trait: Expose Throat	—	—
<p>OBJECTIVES: The Expert's Guide to Dirty Fighting was written about a rather notorious Hobbit-burglar early in the Third Age, when the Shire was not so secure as it is today. Having found himself drafted into the Shire-muster during a particularly difficult season and pitted against Golfimbul's goblins in a number of pitched battles, he learned to fight in a most ungentlehobbyish fashion that served him well against foes considerably larger and stronger than himself. Alas, it has been many years since its writing, and all copies of this interesting text were thought lost, until now. Perhaps the famous Hobbit-burglar Bilbo Baggins will have some further insights or thoughts on the book. Objective #1: Still, if you want to know more about a Hobbit Burglar, it'd make sense to ask another, wouldn't it? No one would know more about such matters than the esteemed Bilbo Baggins, if you could find a chance to speak with him and show him this text. Bilbo is in the Hall of Fire in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on sentient monsters Level 39 and higher, and Pages 5–8 do as well.</p>								
	The Truest Course is Awareness	50	Burglar Trainer	Tier 2	—	—	A Burglar's Errand, A Thief in the Night	—
<p>OBJECTIVES: You are a light shadow flitting against the moon, only seen when you wish to be, a soft breeze on the night air, soon past. Objective #1: You have been told to speak with Sterling Proudfoot, a skilled burglar who likely has much to share about your chosen career. Sterling Proudfoot is in Buckland, west of the town of Bree, in Bree-land.</p>								
	A Captain's Standard	30	Captain Trainer	Tier 4	Tier 3	Nogthol, Footman's Guard	An Inspiration to Men	—
<p>OBJECTIVES: A captain must willingly go forth into danger, for he inspires by example, and in that is his aid most needed. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: You have received word that Jarl Copperbrace has requested the assistance of a true captain. Jarl Copperbrace is in the mining-settlement of Othrikar, in the North Downs. Objective #2: Jarl Copperbrace is waiting to travel with you to the ruins over which he wants you to raise three standards of the Free Peoples. Jarl Copperbrace is in the mining-settlement of Othrikar, in the North Downs. You will need to work your way to higher ground to reach the standard-poles. Inside the ruins, near the back, is a ramp leading onto the walls. You will need to make several jumps to cross gaps in the walls if you are to reach all of the standard-poles; since your herald cannot jump, you will need to plan your moves carefully. Objective #3: Jarl Copperbrace is waiting to speak with you about your expedition to Ost Galumar. Jarl Copperbrace is in Othrikar, in the North Downs.</p>								
	A Lesson from Boromir	50	Dawn Stockard	Tier 2	—	Trait: In Defence of Middle-earth	Articles of Command, Implements of War	—
<p>OBJECTIVES: Dawn Stockard has learned that a mighty captain has come to Eriador from the south and thinks he may be willing to speak with you. Objective #1: Dawn Stockard has learned that Boromir, a great captain of Gondor, has come north to Eriador and is staying with the Elves. She believes he may teach you some of his techniques if you speak with him before he begins his journey home. Boromir is currently staying at Rivendell.</p>								
	An Inspiration to Men	15	Captain Trainer	Tier 3	Tier 2	Halberd, 3 Essences of Athelas, Trait: Loyalty	—	—
<p>OBJECTIVES: The mark of a great captain is the ability to inspire others to greatness, and their loyalty and friendship is the truest reward. Unlike many of the other class quests, this quest does not involve a solo instance; if you have difficulties, you can complete it with a Fellowship. Objective #1: You have been told to speak with Captain Kenton if you wish to better yourself. Hazel Kenton, a captain of great renown, is at the West-gate of Bree-town, in the Bree-land. Objective #2: Captain Kenton has asked you to recover Hilton Harper's badge from Aldis Oatbearer, the brigand that stole it. Aldis Oatbearer has been seen at Brigand's Watch, north of the Old Sweetgrass farm west of Bree. Hilton Harper is at Thornley's work-site, north-west of the town. Objective #3: Now that you have recovered the stolen badge, returning it to Hilton Harper might restore his confidence and inspire him to rejoin the fight against the brigands menacing the Bree-fields. Hilton Harper is at Thornley's work-site, north-west of Bree-town. Objective #4: Hazel Kenton will want to know that you have successfully restored Hilton Harper's will to defend the Bree-fields from those who threaten the peace. Captain Kenton is at the West-gate of Bree-town.</p>								

Quests: Class



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Articles of Command	50	Dawn Stockard	Tier 5	—	Trinket of Command, Earring of Command	The Noblest Path is Service	—
<p>OBJECTIVES: Dawn Stockard has agreed to help you fashion a piece of equipment worthy of your stature as a captain. Objective #1: Dawn Stockard has asked you to return with twelve steam-scorched carapaces and Hogni Cleave-shank's spiked helmet. Dawn Stockard is in the town of Archet, north of Bree. Objective #2: Dawn Stockard is waiting for you to return with the first set of components, obtained from Malenhad and Gabilazan. Objective #3: Dawn Stockard has asked you to return with twenty corroded Neeker-breeker horns and twenty grisly bat-talons. Objective #4: Dawn Stockard is waiting for you to return with the second set of components, obtained from Malenhad, Himbar, Carn Dûm, or from the Auction Hall. Objective #5: Dawn Stockard has asked you to return with some putrid slime of Helchgam and a Badge of Command. Objective #6: Dawn Stockard is waiting for you to return with the last set of components she needs, obtained from an uruk boss in Urugarth and the Watcher boss in Carn Dûm, or from the Auction Hall.</p>								
	Implements of War	50	Dawn Stockard	Tier 5	—	Halberd of War, Sword of War	The Noblest Path is Service	—
<p>OBJECTIVES: Dawn Stockard has agreed to help you fashion a weapon worthy of your status as a great captain. Objective #1: Dawn Stockard asked you to return with eight nasty Snowreap-knives and Fakhthal's jagged blade. Dawn Stockard is in the town of Archet, north of Bree. Objective #2: Dawn Stockard is waiting for you to return with the first set of components she needs for the weapon she will make for you, obtained from the Misty Mountains and Fasach-falroid. Objective #3: Dawn Stockard asked you to return with fifteen coiled spider-spinnerets, fifteen hateful worm-eyes, and five rotted barghest-paws. Objective #4: Dawn Stockard is waiting for you to return with the second set of components, obtained from Gorothlad, Nan Gurth, Helegrod, Malenhad, Fasach-falroid, Fornost, or from the Auction Hall. Objective #5: Dawn Stockard asked you to return with teeth of the Gorthorog and a Medallion of Passage. Objective #6: Dawn Stockard is waiting for you to return with the last set of components she needs for the weapon she will make for you, obtained from gorthorog bosses in Urugarth and an uruk boss in Carn Dûm, or from the Auction Hall.</p>								
	The Book of Oaths	46	Quest Drop	Tier 4	—	Trait: Oathbreaker's Shame	—	—
<p>OBJECTIVES: The Book of Oaths discusses the central role of Honour in true leadership and the sanctity of a King's Oath—or a Captain's. Much of the power to guide men truly derives from the simple bond of Truth itself, and for those who lead, an Oath is a bond of commitment that cannot be broken without inviting a fate most dire. Indeed, a captain who would betray his own word risks more than his life, for it is well-known that an Oath fatefully taken binds far more than the flesh. This book is said to be the utmost authority in such matters, but the copy you have found seems badly damaged and many important passages are missing. Perhaps Boromir of Gondor, who currently rides here in the north, may know something about this book. Objective #1: Find Boromir, currently in Rivendell, by the pass leading into the Misty Mountains. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on sentient monsters Level 39 and higher, and Pages 5–8 do as well.</p>								
	The Candle's Flame	42	Quest Drop	Tier 3	—	Trait: Escape from Corruption	—	—
<p>OBJECTIVES: The Candle's Flame is a stirring piece written by one of the great Captains of Gondor during the War of the Last Alliance. It speaks of the very personal connexion that a worthy captain forms with his followers, and the power that bond can have when a fallen warrior lies upon the threshold of Death's door. Few copies of this book exist today, most having been lost in the long years since or secreted away in the hidden libraries of the Lords of Gondor. This copy of The Candle's Flame is missing many important pages. Rumour tells that Boromir, a Captain of Gondor, has come north. Perhaps he can help you comprehend the broken knowledge of this book. Objective #1: Perhaps Boromir can guide you on this matter. Find him in Rivendell, by the pass that leads into the Misty Mountains. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on merrevail in the Western Ram Duath, and Pages 5–8 drop on goblins in the Misty Mountains.</p>								
	The Noblest Path is Service	50	Captain Trainer	Tier 2	—	—	A Captain's Standard, An Inspiration to Men	—
<p>OBJECTIVES: Your banner brings the flame of hope to the hearts of good people, and your name is praised by those who follow you into battle against the evils of the shadow. Objective #1: You have been told to speak with Dawn Stockard, a great captain, to learn what troubles her. Dawn Stockard is in the town of Archet, north of Bree, in Bree-land.</p>								
	The Treatise of Valour	44	Quest Drop	Tier 3	—	Trait: Shield of the Dúnedain	—	—
<p>OBJECTIVES: The Treatise of Valour was written by a council of captains who once commanded the great fortresses of the ancient kingdom of Arnor during the height of its power. It was said to have been the foundation stone of the principles of leadership and warfare for the warriors of Arnor and offered knowledge and teaching that proved key to staving off the assaults of Angmar for so long as the North Kingdom stood. All the remaining copies of the Treatise were believed lost or burned in the Sack of Fornost. Many pages of this book, The Treatise of Valour, have been torn or burned, rendering the volume nearly unreadable. Perhaps Boromir of Gondor, recently come north, will know something about it. Objective #1: Perhaps Boromir can guide you on this matter. Find him in Rivendell, by the pass that leads into the Misty Mountains. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on nomads in West Angmar, and Pages 5–8 drop on orcs in East Angmar.</p>								



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Blade of Renown	15	Champion Trainer	Tier 3	Tier 2	1H Axe, 3 Essences of Athelas, Trait: Vicious Strikes	—	—
<p>OBJECTIVES: The name of a champion goes before him, carried on the wind by those for whom he fights. It cows his enemies and lifts the hearts of good people everywhere. Unlike many of the other class quests, this quest does not involve a solo instance; if you have difficulties, you can complete it with a Fellowship. Objective #1: You have been told to speak with Ultan Foebane, a mighty champion travelling through the Bree-land, for the Dwarf may be able to help you become stronger. Ultan Foebane is at the Combe-gate on the east side of the town of Bree. Objective #2: To prove you are a worthy champion, Ultan Foebane has tasked you with slaying three threats to the folk of Bree-land. Ultan Foebane has given you a list containing the locations of three deadly enemies to dispatch. Zhurpukh of the Deeps is on the far eastern side of the Midgewater Marsh, in Bree-land. He constantly runs along a loop, so be careful of adds when you engage him. Fair Sherman is inside the tower on your left as you approach the South-guard ruins, south of the town of Bree. Morley the Fierce is hiding behind a wall at the Old Greenway Fort, north of Bree. Objective #3: You have defeated the three opponents that Ultan Foebane challenged you to best and should now return in victory to the Dwarf. Ultan Foebane is at the Combe-gate on the east side of the town of Bree.</p>								
	A Champion's Courage	30	Champion Trainer	Tier 4	Tier 3	Othnam, Garthathan	A Blade of Renown	—
<p>OBJECTIVES: A true champion does not balk even at overwhelming odds, but relishes the opportunity to test his skills against such force. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: Slade Ransford has been asking about you, and wishes for you to speak with him about an errand of some sort. Slade Ransford is at Ost Guruth, the Ruin-hold of the Lone-lands. Objective #2: Slade Ransford is waiting to travel with you to Ost Cynr to enact his plan to drive out the Orcs that have settled there. Slade Ransford is in Ost Guruth, the Ruin-hold of the Lone-lands. There is a rest point halfway through the instance, so be sure to take advantage of it before speaking again to Slade. When he crosses the gap in the bridge immediately after the rest point, line up the jump carefully and follow him; if you fall through the gap in the bridge, you will need to run around to the stairs quickly to rejoin Slade before he is overwhelmed. Falling off the bridge triggers the appearance of more enemies as well, so you will need to dispatch them as quickly as you can. Objective #3: Slade Ransford is waiting for you to speak with him about the events at Ost Cynr. Slade Ransford is in Ost Guruth, the Ruin-hold of the Lone-lands.</p>								
	A Lesson from Gimli	50	Gwesgylliel	Tier 2	—	Trait: Controlled Burn	Articles of Valour, Implements of Daring	—
<p>OBJECTIVES: Gwesgylliel has heard that a company of Dwarves have come to the outpost in the Misty Mountains north of Rivendell, and that among their number is a Dwarf-champion, Gimli, who might be able to help you grow in power. Objective #1: Gwesgylliel has learned that a party of Dwarves came to Rivendell not long ago, and one of their company, Gimli, was a champion. This Dwarf-champion might be willing to teach you some of his techniques. A Dwarf-champion is currently staying north of Rivendell at an outpost in the Misty Mountains.</p>								
	Articles of Valour	50	Gwesgylliel	Tier 5	—	Necklace of Valour, Bracelet of Valour	The Boldest Road is Discipline	—
<p>OBJECTIVES: Gwesgylliel has agreed to help you fashion a piece of equipment worthy of your skill as a champion. Objective #1: Gwesgylliel asked you to return with Raillug's frozen hide and ten sulfur-tinged Tarkrip-boots. Gwesgylliel gave you her instructions containing the components she will need to fashion you a truly remarkable piece of equipment. Objective #2: Gwesgylliel is waiting for you to return with the first set of components for which she asked, obtained from Malenhad and the Misty Mountains. Gwesgylliel is at Lin Giliath in Meluinen, in the North Downs. Objective #3: Gwesgylliel asked you to return with twenty mottled spider-mandibles and fifteen bubbling droplets. Objective #4: Gwesgylliel is waiting for you to return with the second set of components she needs for the equipment she will make for you, obtained from Malenhad, Gorohtlad, or from the Auction Hall. Objective #5: Gwesgylliel asked you to return with a blood-stained tally-stick and an Insignia of Battle. Objective #6: Gwesgylliel is waiting for you to return with the last set of components she needs for the equipment she will make for you, obtained from orc bosses and uruk bosses in Urugarth, or from the Auction Hall.</p>								
	Implements of Daring	50	Gwesgylliel	Tier 5	—	Great Axe of Daring, Blade of Daring	The Boldest Road is Discipline	—
<p>OBJECTIVES: Gwesgylliel has agreed to help you fashion a weapon worthy of your reputation as a champion of the Free Peoples. Objective #1: Gwesgylliel asked you to return with five notched Ongbúrz-swords and Tramug's hand-axe. Gwesgylliel gave you her instructions containing the components she will need to fashion you a truly remarkable weapon. Gwesgylliel is at Lin Giliath in Meluinen, in the North Downs. Objective #2: Gwesgylliel is waiting for you to return with the first set of components she needs for the weapon she will make for you, obtained from Malenhad and Fasach-falroid. Objective #3: Gwesgylliel asked you to return with twenty splintered Warg-claws and twenty barbed barghest-tails. Objective #4: Gwesgylliel is waiting for you to return with the second set of components she needs for the weapon she will make for you, obtained from Gorohtlad, Nan Gurth, Urugarth, Imlad Balchorth, or from the Auction Hall. Objective #5: Gwesgylliel asked you to return with a flawless scale of Lhugrien and a Sigil of War. Objective #6: Gwesgylliel is waiting for you to return with the last set of components she needs for the weapon she will make for you, obtained from a drake boss and an uruk boss in Urugarth, or from the Auction Hall.</p>								
	The Artisan Blade	46	Quest Drop	Tier 4	—	Trait: Blade Explosion	—	—
<p>OBJECTIVES: Given the title, you half expected that this book would have been written by an Elf—and indeed the script is Sindarin—but it seems that the author is a champion of some ancient Númenórean lineage from a time before the founding of Arnor. The text is so ancient that some of the pages threaten to crumble in your hands as you carefully peruse it. While the dialect is ancient and difficult to read, the author's approach to swordsmanship is rather unusual, placing a great deal of emphasis on grueling repetition and concentration around what appear to be the most basic motions of the form. It suggests a focus on absolute control and power, which then leads to the discovery of finesse and artistry. If only several key passages and pages were not missing, it could be an invaluable training guide—perhaps Gimli the Dwarf could tell you more? Objective #1: Find Gimli, currently at the Dwarf-camp north of Rivendell, in the Misty Mountains. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on worms in West Angmar, and Pages 5–8 drop on shades in East Angmar.</p>								

Quests: Class



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Boldest Road is Discipline	50	Champion Trainer	Tier 2	—	—	A Champion's Courage, A Blade of Renown	—
<p>OBJECTIVES: Tales of your daring have spread throughout the lands of Middle-earth, and you are known as a mighty champion in roadside inns everywhere. Objective #1: You have been told that the Elf-maiden Gwesyglriel, herself a mighty champion, desires to speak with you. Gwesyglriel is at Lin Giliath in Meluinen in the North Downs.</p>								
	The Joy of Battle	44	Quest Drop	Tier 3	—	Trait: Fight On	—	—
<p>OBJECTIVES: The Joy of Battle is an aptly named text, written by a great Dwarf-champion during the height of Durin's reign in Khazad-dûm. It is no simple treatise on the art of battle, as so many texts are. Rather, it is a philosophical tract that describes the author's outlook upon warfare and battle, and how he came eventually to seek it out as a meditative and even transcendent experience that he was unable to experience in any other setting save the midst of clashing blades and the cries of battle. It is not a text for the faint-hearted or the meek, but it seems oddly lofty and its tone does not reflect the maddened bloodlust that one might have expected given the title. Alas, the long years have been rough on your copy, and there are a number of pages torn or missing from it. Gimli the Dwarf might have some insight into the missing knowledge of The Joy of Battle, since it was written by one of his forebears in the depths of time. Objective #1: Speak with Gimli at the Dwarf-camp north of Rivendell, in the Misty Mountains. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on worms in West Angmar, and Pages 5–8 drop on shades in East Angmar.</p>								
	The Tome of Swords	42	Quest Drop	Tier 3	—	Trait: Ferocious Strikes	—	—
<p>OBJECTIVES: Written in a neatly defined Sindarin script, The Tome of Swords has long been renowned as one of the finest manuals on the art of swordsmanship and battle. Originally written in the early ages of Middle-earth, many copies exist—but sometime shortly after the end of the Second Age, most of them either vanished or had important passages edited, meaning that most of the copies that exist today are incomplete. The copy you have found appears to be mostly intact, but time and wear have done the duty of whomever wished to limit the knowledge contained therein. There are a few pages that are either missing or too badly weathered to read. Perhaps the Dwarf Gimli, son of Glóin of the Lonely Mountain, could tell you more about this ancient tome. Objective #1: Speak with Gimli at the Dwarf-camp north of Rivendell, in the Misty Mountains. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on wights in Nan Tornaeth of the Trollshaws, and Pages 5–8 drop on goblins in the Misty Mountains.</p>								
	A Guardian's Duty	30	Guardian Trainer	Tier 4	Tier 3	Rodamath, The Worm's Scale	A Shield Against Adversity	—
<p>OBJECTIVES: A guardian must become hardened to the dangers of the world, for he stands between those evils and all good folk. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: Severin Wheeler has sent word from Trestlebridge that the town is under threat of attack from marauding Orcs and must be defended. Severin Wheeler is in the town of Trestlebridge, in the North Downs. Objective #2: Severin Wheeler is waiting to hear that you are prepared to defend the town from the Orcs that threaten it. Severin Wheeler is in Trestlebridge, in the North Downs. After speaking to everyone at the beginning of the instance, fall back to the bridge. Your defence fails if even a single orc makes it to the bridge, and at least one of the enemies will attempt to flank the other defenders and reach the bridge; if you joined the other defenders up by the line of battle, this orc can very easily cause you to fail the quest. Instead, guard the rear line, and then move up to join the fighting when you have eliminated the sneaky threat. Objective #3: Severin Wheeler is waiting to speak with you about your defence of the town in the recent orc-raid. Severin Wheeler is in Trestlebridge.</p>								
	A Lesson from Samwise Gamgee	50	Wáli	Tier 2	—	Trait: To the King	Articles of Fortitude, Implements of Battle	—
<p>OBJECTIVES: Wáli heard that Samwise Gamgee is an extremely skilled guardian, peerless and without compare. Objective #1: Wáli thinks you should speak with Samwise Gamgee, rumoured to be a guardian of unmatched skill, with the hope that he could teach you a thing or two. The whereabouts of Samwise Gamgee are currently unknown to Wáli, but you can find him on the balcony of the House of Elrond, in Rivendell.</p>								
	A Shield Against Adversity	15	Guardian Trainer	Tier 3	Tier 2	Helmet, 3 Essences of Athelas, Trait: Deflected Blows	—	—
<p>OBJECTIVES: A mighty guardian is known by the scars he bears and the dents in his armour, for he is always at the forefront of battle, protecting those in his company from harm. Unlike many of the other class quests, this quest does not involve a solo instance; if you have difficulties, you can complete it with a Fellowship. Objective #1: You have been told to speak with Oswin Leek for further instruction in the ways of the guardian. The mighty guardian Oswin Leek is outside the North-gate of the town of Bree. Objective #2: The mighty guardian Oswin Leek has asked you to help Burle Pierson defend his farm from the escalating raids of the brigands. Burle Pierson is at his farm south of Bree. With careful aggro-management, you can keep the brigands off Burl Pierson; his death will cause you to fail, so defending him should be your number one priority. Stay alert for brigands in the wheat field near the end of the escort, as they are hard to see and may catch you unawares. Objective #3: You have done as Oswin Leek asked, and Burle Pierson's farm is safe from the brigands. Guardian Leek is waiting to speak with you. Oswin Leek is at the North-gate of Bree.</p>								



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Shield-maiden's Song	44	Quest Drop	Tier 3	—	Trait: Guardian's Threat	—	—
<p>OBJECTIVES: A Shield-maiden's Song was written many long years ago and tells the tale of a Shield-maiden of Rohan. While the Shield-maidens of Rohan were rarely called to war, they were nevertheless as well-trained and versed in the arts of battle as their male counterparts. This book tells the tale of one such Maiden caught in unexpected battle, who in striving to defend her Lord against a great onslaught, sang out in clearest tones a stirring song of war as she fought. Such was the power of her voice that even the Orcs whom she faced saw her not as a frail woman, but as a great warrior to be feared. Alas, you have no idea how the story ends and several other details beside seem to be missing from this copy of the book, which has been damaged by time and neglect. Perhaps there is someone at Rivendell who would be able to make use of it. Objective #1: Speak with Samwise Gamgee on one of the balconies of the House of Elrond, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on worms in West Angmar, and Pages 5–8 drop on orcs in East Angmar.</p>								
	Articles of Fortitude	50	Wáli	Tier 5	—	Ring of Fortitude, Trinket of Fortitude	The Bravest Deed is Selfless	—
<p>OBJECTIVES: Wáli has agreed to help you fashion a piece of equipment worthy of your might as a guardian. Objective #1: Wáli asked you to return with ten snow-encrusted Dourhand-boots and Grimgore's ashen hide. Wáli gave you his notes containing the components he will need to fashion you a remarkable piece of equipment. Objective #2: Wáli is waiting for you to return with the first set of components for which he asked, obtained from Gabilazan and Fasach-larran. Wáli is at the outpost of Noglond, south of Thorin's Hall and west of the Dwarf-city of Gondamon. Objective #3: Wáli asked you to return with twenty-five unyielding drake-scales and fifteen gem-encrusted nails. Objective #4: Wáli is waiting for you to return with the second set of components for which he asked, obtained from Urugarth, Gorohtlad, Nan Gurth, or from the Auction Hall. Objective #5: Wáli asked you to return with a flawless scale of Lhugrien and a Warg-keeper's token. Objective #6: Wáli is waiting for you to return with the final set of components he needs, obtained from a drake boss and a goblin boss in Urugarth, or from the Auction Hall.</p>								
	Implements of Battle	50	Wáli	Tier 5	—	Heavy Hammer of Battle, Spear of Battle	The Bravest Deed is Selfless	—
<p>OBJECTIVES: Wáli has agreed to help you fashion a weapon worthy of your might as a guardian. He has assured you that from great toil comes strength. Objective #1: Wáli asked you to return with the cruel bludgeon of Shataz and five sulfur-tinged Tarkrîp-spears. Wáli gave you his instructions containing the components he will need to fashion you a truly remarkable weapon. Objective #2: Wáli is waiting for you to return with the first set of components he needs to fashion you a remarkable weapon, obtained from Malenhad and the Misty Mountains. Wáli is at the outpost of Noglond, south of Thorin's Hall and west of the Dwarf-city of Gondamon, in Ered Luin. Objective #3: Wáli asked you to return with twenty grisly bat-talons, fifteen mottled spider-mandibles, and five hooked Warg-claws. Objective #4: Wáli is waiting for you to return with the second set of components he needs to fashion you a remarkable weapon, obtained from Himbar, Carn Dûm, Gorohtlad, Fasach-falroid, or from the Auction Hall. Objective #5: Wáli asked you to return with a crimson Gorthorog-horn from Carn Dûm and a Sigil of War from Urugarth. Objective #6: Wáli is waiting for you to return with the final set of components he needs to fashion you a remarkable weapon, obtained from gorthorog boss in Carn Dûm and uruk boss in Urugarth, or from the Auction Hall.</p>								
	The Best Defence	42	Quest Drop	Tier 3	—	Trait: Shield Smash	—	—
<p>OBJECTIVES: This book was written as a primer in the Guardian's art some time in the middle of the Third Age, during the difficult period after the fall of Khazad-dûm. At that time, Durin's Folk were scattered and greatly reduced in number, and the Guardian's role took on a much greater importance as the threat of goblins and orcs to Dwarf-settlements beneath the roots of the world became more and more common. The Dwarves often settled for building powerful strongholds designed to make the approach to their cities, impervious to assault, manning them with skilled and powerful guardians to ensure that none would pass unchallenged. While the book itself is common enough, the owner of this copy seems to have scribbled copious notes within the margins of the pages—notes containing an experience and insight to the art that even at a glance exceeds that of the original author. Unfortunately, the copy is worn and tattered, and a number of pages are missing. Perhaps someone well-versed in the art could provide you with some insight as to the identity of the mysterious scribbler and where his remaining notes could be found? Objective #1: Speak with Samwise Gamgee on one of the balconies of the House of Elrond, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on Angmarim in the Western Ram Duath, and Pages 5–8 drop on Dourhand Dwarves in the Misty Mountains.</p>								
	The Bravest Deed is Selfless	50	Guardian Trainer	Tier 2	—		A Guardian's Duty, A Shield Against Adversity	—
<p>OBJECTIVES: You are a guardian almost without equal, and the Free Peoples of Middle-earth are shielded by your arm and your will. Objective #1: You have been told to speak to Wáli, a courageous guardian who may have some words for you. The Dwarf Wáli is at the outpost of Noglond, south of Thorin's Hall and west of the Dwarf-city of Gondamon in Ered Luin.</p>								
	The Final Word	46	Quest Drop	Tier 4	—	Trait: Challenge the Darkness	—	—
<p>OBJECTIVES: This book is of Elvish origin, having been written so long ago that few of the Elves today were alive at the time of its writing. You cannot even guess at how old it actually is, as it seems to show few signs of age or decay. You cannot recognize the type of parchment it was written upon, nor what kind of ink could withstand the passage of so much time without fading. The main indication of its age and origin is the writing style which is in an extremely old form using ancient letters called Tengwar, which were created by the Noldor many ages ago. The main focus of the book is difficult to translate, but seems to centre around an ancient oath of battle that Elf-guardians might make in the midst of a desperate melee, in essence binding themselves and their enemies in a pact of battle and death that neither the oath-taker nor their sworn-enemies dared break. It is clear from the text that these oaths carried power beyond that of any simple cry to infuriate or trick one's enemies—but the secret of the technique seems lost as several key pages have been carefully cut from the book, presumably by someone hoping to safeguard its secrets in an age long past. Perhaps someone in Rivendell will be able to help decipher the book. Objective #1: Speak with Samwise Gamgee on one of the balconies of the House of Elrond, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on sentient creatures of Level 39 or higher, and Pages 5–8 do as well.</p>								



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Hunter's Charge	30	Hunter Trainer	Tier 4	Tier 3	Cufaron, Kalfur's Glory	The Hunter's Path	—
<p>OBJECTIVES: In times of danger, a trained hunter might be the only one capable of finding and defeating a threat before it strikes. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: Gytha Lainey has sent word to you that she urgently needs your help. Gytha Lainey is at Adso's Camp in Bree-land, on the road between Buckland and the town of Bree. Objective #2: Gytha Lainey is waiting to speak with you and then travel into the Shire to intercept the hunting-party of wargs that have come south in search of one of their own. Gytha Lainey is at Adso's Camp in Bree-land, on the road between Bree-town and Buckland. After speaking with all the Hobbits and sending them indoors, a number of wargs will begin approaching the town from the north. The creatures spawn quite a distance away, and you may want to use your tracking skill to find their locations. If you can intercept or stall any of them, you will be able to prevent the wargs from converging on Gytha Lainey all at once; if she is defeated, the quest ends in failure. Objective #3: Gytha Lainey is waiting to speak with you about your defence of the town of Overhill. Gytha Lainey is at Adso's Camp in Bree-land, on the road between Bree-town and Buckland.</p>								
	A Lesson from Legolas	50	Fenton Marshley	Tier 2	—	Trait: Bow of the Righteous	Implements of the Hunt, Articles of Discovery	—
<p>OBJECTIVES: Fenton Marshley, impressed by your dedication and your ability, has recommended that you speak with Legolas, an Elf possessed of great skill in the hunt. Objective #1: Fenton Marshley encountered a party of Elves on his journey through the Mirkwood and believes that one of that company might still have things to teach even a skilled hunter such as yourself. Legolas may still be in Rivendell.</p>								
	A Shot in the Dark	42	Quest Drop	Tier 3	—	Trait: Bard's Arrow	—	—
<p>OBJECTIVES: This journal was written by a hunter who seems to have spent much of his time alone somewhere on the western borders of Mirkwood across the Misty Mountains, where few Men live and goblins present a frequent threat. With no allies to rely upon and always outnumbered, he discovered the value of uncertainty and fear as a weapon to keep his pursuers off balance as he strove to survive in that rugged country. Having no-one to talk to, it seems that he choose to create a record of his life and experiences. This journal is badly weathered and torn—perhaps by the self-same goblins whom the hunter claims to have frequently out-witted—and several key passages are missing. Another hunter of renown might be able to shed some light on this unusual book. Legolas of Mirkwood is said to be in Eriador on a mission of some import. Objective #1: Speak with Legolas at the Haven of Orladian, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on wights in Nan Tornaeth in the Trollshaws, and Pages 5–8 drop on Dourhand Dwarves in the Misty Mountains.</p>								
	Articles of Discovery	50	Fenton Marshley	Tier 5	—	Bracelet of Discovery, Earring of Discovery	The Swiftest Arrow is Learning	—
<p>OBJECTIVES: Fenton Marshley has agreed to help you fashion a piece of equipment worthy of your great skill as a hunter. Objective #1: Fenton asked you to return with the matted hide of the Warg Zorrugolug and with five sulfur-tinged Tarkrip helmets. Fenton Marshley gave you his notes containing the components he will need to fashion you a remarkable piece of equipment. Objective #2: You have collected the first set of components Fenton Marshley asked you to bring him, obtained from Fasach-falroid and Malenhad. Fenton Marshley is at the Hunting Lodge east of Archet and north of Bree, in Bree-land. Objective #3: Fenton asked you to return with ten glossy cave-claw skins and fifteen corroded Neekerbrecker-horns. Objective #4: You have collected the second set of components Fenton Marshley asked you to bring him, obtained from Nan Gurth, Malenhad, or from the Auction Hall. Objective #5: Fenton asked you to return with a Rune of Winged Dominance and an Insignia of Battle. Objective #6: You have collected the final set of components Fenton Marshley asked you to bring him, obtained from a morroval boss in Carn Dûm, uruk bosses in Urugarth, or from the Auction Hall.</p>								
	Implements of the Hunt	50	Fenton Marshley	Tier 5	—	Bow of the Hunt, Crossbow of the Hunt	The Swiftest Arrow is Learning	—
<p>OBJECTIVES: Fenton Marshley has agreed to help you fashion a weapon worthy of your great skill as a hunter. The tale of this weapon will be one of danger and evil, but from these hardships will come strength. Objective #1: Fenton Marshley asked you to return first with one of Driftclaw's razor-sharp claws and the corroded iron-crown staves carried by evil Men of Angmar. Fenton Marshley gave you his instructions containing the components he will need to fashion you a truly remarkable weapon. Objective #2: You have collected the first set of components Fenton Marshley has asked you to bring him, obtained from Fasach-falroid, Malenhad, and the Misty Mountains. Fenton Marshley is at the Hunting Lodge east of Archet and north of Bree, in Bree-land. Objective #3: Fenton asked you to return with twenty clouded worm-eyes, five venomous dread-turtle beaks, and five putrid fingernails from creatures that live in the desolation of Angmar. Objective #4: You have collected the second set of components Fenton Marshley asked you to bring him, obtained from Nan Gurth, Malenhad, Gorothlad, Imlad Balchorth, Carn Dûm, or from the Auction Hall. Objective #5: Fenton asked you to return with a Medallion of Passage from an uruk-guard in Carn Dûm and with putrid slime of Helchgam, the horror that sleeps somewhere beneath that dark city. Objective #6: You have collected the last set of components Fenton Marshley asked you to bring him, obtained from an uruk boss and a Watcher boss in Carn Dûm, or from the Auction Hall.</p>								
	The Furthest Charge	46	Quest Drop	Tier 4	—	Trait: Rain of Thorns	—	—
<p>OBJECTIVES: The Furthest Charge was written by a Captain of Gondor who fought in a misguided battle shortly before the War of the Last Alliance. In this battle, the forces of the young kingdom of Gondor found themselves pitted against a company of Elven hunters out of Lórien, both sides having been tricked into battle by a device of the Enemy, who was determined to cripple the alliance that would eventually result in his overthrow. In this book, the Captain describes a valiant but doomed charge of the Men of Gondor against the Elves, within which they suffered a terrible onslaught of arrows raining down from the sky in such fashion as to cause brave men to cower and falter in their advance, trapped unmoving beneath an endless hail of biting wood and metal. The Furthest Charge is considered to be a defining work on the power of the hunter's art in the grand battles that have defined the face of Middle-earth today. Unfortunately, this copy is badly damaged by time and wear. Perhaps Legolas of Mirkwood, purported to be in Eriador, could shed some light upon the text. Objective #1: Speak with Legolas at the Haven of Orladian, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on sentient creatures Level 39 and higher, and Pages 5–8 do as well.</p>								



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Hunter's Path	15	Hunter Trainer	Tier 3	Tier 2	Leather Helmet, 3 Celebrant Salves, Trait: Fast Draw	—	—
<p>OBJECTIVES: For a true hunter, speed and precision are everything. A lack of one brings ill fortune. A lack of both brings disaster. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: Gytha Lainey has tasked you with defeating Yellowfang, a deadly wolf that stalks the Old Forest. She warned you that Yellowfang is cunning, and you will need to devise some way to lure her out of hiding. Yellowfang is somewhere within the Old Forest. Inside the instance, you should use your tracking skills to locate wolves, and carefully pull them so you can fight them without drawing adds. After several wolves are defeated, Yellowfang will appear at one of a number of locations inside the instance. Objective #2: Gytha will be both pleased and surprised to know that you have defeated Yellowfang. Gytha Lainey is waiting for you somewhere in the Old Forest.</p>								
	The Swiftest Arrow is Learning	50	Hunter Trainer	Tier 2	—	—	The Hunter's Path, A Hunter's Charge	—
<p>OBJECTIVES: You have braved many challenges and walked many leagues through the wilderness, and now you are counted among the greatest of hunters. Objective #1: You have been told to speak with Fenton Marshley, a skilled hunter who may have some words for you. Fenton Marshley is inside the Hunting Lodge east of the town of Archet and north of Bree, in Bree-land.</p>								
	The Way of the Hunter	44	Quest Drop	Tier 3	—	Trait: On the Move	—	—
<p>OBJECTIVES: You have heard of this book before—The Way of the Hunter is believed to have been a work produced by Elven hunters who were set to the task of guarding the approaches of the hidden city of Gondolin, which fell to the forces of darkness in the First Age. While this work outlived its authors and has been copied innumerable times since, many of those copies were produced by Men from far older works and are imperfect in their translation, leaving several important points untold. This copy of The Way of the Hunter appears to have been a much more accurate work, probably transcribed by Elven scribes in Rivendell or Lórien—but unfortunately someone seems to have intentionally defaced the book, ripping several pages from it. Legolas of the Elves might be able to shed some light on the text. Objective #1: Speak with Legolas at the Haven of Orladian, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on nomads in West Angmar, and Pages 5–8 drop on orcs in East Angmar.</p>								
	A Lesson from Lord Elrond	50	Isdi	Tier 2	—	Trait: Eagle-friend	Articles of Mystery, Implements of Knowledge	—
<p>OBJECTIVES: Isdi believes that Master Elrond may have some words to impart to a lore-master of your great wisdom. Objective #1: The lore-master Isdi believes that Elrond would wish to speak with you, and that you might learn something from his teachings. Elrond is in the library of the Last Homely House, in the Vale of Imladris.</p>								
	A Lore-master's Will	30	Lore-master Trainer	Tier 4	Tier 3	Amarthis, Cloak of the Serpent's Hoard	A Well-Ordered Mind	—
<p>OBJECTIVES: A Lore-master seeks to dissolve all the mysteries of the world, but whether he chooses to share them with others is often a defining characteristic. Objective #1: You have been told that Isferon has a puzzle that he cannot solve. As Isferon is a most learned lore-master, this puzzle must be difficult indeed. Isferon is at the refuge of Duillond in Ered Luin. Objective #2: Isferon hopes that you can discover the solution of Berenin's riddle and collect the first of three keys from the location that is described. Isferon gave you the first of Berenin's riddles. The chest that solves the first riddle is in Ered Luin, next to a broken statue alongside the river over which the road between Ered Luin and the Shire passes. Objective #3: Now that you have solved the first of three riddles given him by his friend Berenin, you should return the key you found to Isferon at Duillond. Objective #4: Isferon hopes that you can discover the solution of Berenin's riddle and collect the second of three keys from the location that is described. Isferon gave you the second of Berenin's riddles. The chest that solves the second riddle is in the town of Brockenborings, in the Shire, next to the statue of Bulroarer Took. Objective #5: Now that you have solved the second of three riddles given him by his friend Berenin, you should return the key you found to Isferon at Duillond. Objective #6: Isferon hopes that you can discover the solution of Berenin's riddle and collect the last of the three keys from the location that is described. Isferon gave you the third of Berenin's riddles. The chest that solves the third riddle is in the common room of the Forsaken Inn, in the Lone-lands. Objective #7: Now that you have solved the last of three riddles given him by his friend Berenin, you should return the key you found to Isferon at Duillond. Objective #8: You have become a part of Isferon's quest to discover his friend Berenin's legacy by solving the riddles he left, and now Isferon waits to travel with you to the cave where he stored Berenin's locked boxes. Isferon is at the refuge of Duillond in Ered Luin. Objective #9: You discovered Berenin's legacy—a desire that he not be forgotten by his friend and to engage in one last game of riddles—and helped Isferon not lose sight of his friend's memory. Isferon is waiting to speak with you again. Isferon is at Duillond, the refuge in Ered Luin.</p>								
	A Well-Ordered Mind	15	Lore-master Trainer	Tier 3	Tier 2	Robe, 3 Celebrant Salves, Trait: Hardy Bear	—	—
<p>OBJECTIVES: There are many secrets to be found in the histories of the Free Peoples, waiting only for the careful study of a lore-master of skill and patience. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Furthermore, use extreme caution if you are trying to earn the Undying titles; if you are not careful in the instance, it is very likely that you will face foes too strong for you, and be defeated. Objective #1: You have been told to speak with Dorset Oakes in the hope that the lore-master may be able to instruct you. Dorset Oakes is often deep in contemplation at the Yellow Tree, south-east of the village of Staddle in Bree-land. Objective #2: Dorset Oakes has asked for your help in locating the book "On the Hardiness of Animals in the Wilderness," and has told you to speak with him when you are ready. He mentioned that the three pages of his father's catalogue would make finding the book much easier. Dorset Oakes is at the Yellow Tree, south-east of the village of Staddle. Dorset gives you one page of the catalogue, and you can retrieve the other two by fighting goblins and brigands in Bree-land. Once you have all three, you can map out the library following the clues contained within the pages to discover the location of the book you need to collect. If you cannot solve the puzzle, you can also use your skills to keep one goblin inside the instance stunned while you methodically search the library. However, if too many waves of goblins come into the library, eventually goblin-champions appear that are far too difficult for you to face at your level. Objective #3: Dorset is waiting to speak with you after your successful retrieval of the book he sought. Dorset Oakes is often deep in contemplation at the Yellow Tree, south-east of the village of Staddle in Bree-land.</p>								

Quests: Class



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Articles of Mystery	50	Isdi	Tier 5	—	Trinket of Mystery, Ring of Mystery	The Wisest Way is Contemplation	—
<p>OBJECTIVES: Isdi has agreed to fashion you a piece of equipment to reflect the depth of your knowledge. Objective #1: Isdi has asked you to return with Grimgore's matted fur and twelve distasteful Corcur-emblems. Isdi is at the ruins of Edhelion, near Thorin's Hall. Objective #2: Isdi is waiting for you to return with the first set of components, obtained from Fasach-larran and the Misty Mountains. Objective #3: Isdi has asked you to return with fifteen revered wight-remains and fifteen bubbling droplets. Objective #4: Isdi is waiting for you to return with the second set of components, obtained from Nan Gurth, Malenhad, Himbar, Imlad Balchorth, Carn Dûm, or from the Auction Hall. Objective #5: Isdi has asked you to return with some putrid slime of Helchgam and a Goblin-badge of Rank. Objective #6: Isdi is waiting for you to return with the last set of components, obtained from a Watcher boss in Carn Dûm, an uruk boss in Urugarth, or from the Auction Hall.</p>								
	Implements of Knowledge	50	Isdi	Tier 5	—	Staff of Knowledge, Sword of Knowledge	The Wisest Way is Contemplation	—
<p>OBJECTIVES: Isdi has agreed to help you fashion a weapon that befits the wisdom of an accomplished lore-master. Objective #1: Isdi has asked you to return with eight frosted Corcur-staves and Driftclaw's rending-tooth. Isdi is at the ruins of Edhelion, near Thorin's Hall. Objective #2: Isdi is waiting for you to return with the first set of components, obtained from the Misty Mountains. Objective #3: Isdi has asked you to return with twenty hateful worm-eyes and ten putrid fingernails. Objective #4: Isdi is waiting for you to return with the second set of components, obtained from Nan Gurth, Imlad Balchorth, Gorothlad, Carn Dûm, or from the Auction Hall. Objective #5: Isdi has asked you to return with an Emblem of Ritual and a Rune of Evil Presence. Objective #6: Isdi is waiting for you to return with the last set of components, obtained from an Angmarim boss in Carn Dûm, an uruk boss in Carn Dûm, or from the Auction Hall.</p>								
	Lore of the Blade	44	Quest Drop	Tier 3	—	Trait: Sword and Staff	—	—
<p>OBJECTIVES: Lore of the Blade seems to be a rather unusual tome for a Lore-master to express interest in. Rather than delving deeply into the hidden mysteries of mountains, or discussing at length the habits of wave and wind, it reads more like a rousing tale of adventure written to entertain Hobbit-children. The pages of Lore of the Blade claim to follow the adventures of a brave young Lore-master who when confronted with deadly dangers is just as apt to fight her way through with flashing swordplay as to confound her opponents with the lore of the elements or the wisdom of long forgotten sages. Oddly, as you find yourself drawn into the stirring tale you begin to see the more subtle nuances of the story unfold through the eyes of its character, who displays an uncanny insight into the nature of the foes she faces, and an understanding of when the strength of arms applied at the correct moment may indeed be the least destructive course. Unfortunately, some prior reader has handled this copy rather poorly and some of the pages are torn beyond repair. The author also proves to be a bit difficult to pin down, as he has chosen to identify himself solely by the runic letter 'G' inscribed on the binding. Objective #1: Speak with Gandalf in the library of the House of Elrond, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on orcs in West Angmar, and Pages 5–8 drop on Angmarim in East Angmar.</p>								
	Of Leaf and Twig	46	Quest Drop	Tier 4	—	Trait: March of the Ents	—	—
<p>OBJECTIVES: This is a strange book indeed. The covers are crafted from strips of some fibrous bark supple enough to be woven together, while the pages themselves appear to be birch bark pounded carefully flat and gently inscribed with runic letters in dense rows, page after page. What magic can have allowed such a fragile-looking tome to survive time and age, you cannot guess. Nor have you ever seen a book of such length, for its author goes into each subject and sentence with such painstaking detail that you cannot imagine how long it must have taken to record it all in this fashion. The subject appears to be anything with roots and leaves. There is such an enormous breadth of knowledge concerning root, leaf, bark, and twig that you could likely study it for years without understanding it all. To your ire, someone or something has carefully removed a few of the pages from the volume, leaving you to wonder what hidden lore they must have contained. Perhaps the master of the Last Homely House could shed some light on this mysterious tome—you can think of few others who might. Objective #1: Speak with Elrond in the library of his house in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on sentient creatures Level 39 and higher, and Pages 5–8 do as well.</p>								
	The Book of Beasts	42	Quest Drop	Tier 3	—	Trait: Noble Savage	—	—
<p>OBJECTIVES: It is unclear who wrote this book as no author's name is given, but the clarity and wisdom with which it is written only adds further to the mystery of its apparently modest writer. The Book of Beasts speaks at great length of the bonds which may be formed between creatures of the wilds and those among the Free Peoples of Middle-earth who are willing to understand their own true natures. It further claims that the Wise might even learn the tongues of the wild creatures of the world and may coax them to greater feats of bravery and strength than would otherwise be possible for a beast lacking in its own will to strive and accomplish. Whomever transcribed this particular copy, alas, does not appear to have been entirely in his right mind. Most of the text is clear, but some few of the pages are written in a hopeless scrawl with no meaning in any language of Elves or Men that you can discern. Indeed, it seems as if the scribe must have been taken with fits of madness during these passages. Perhaps Elrond of Rivendell might be able to tell you more about the mysterious author and help you untangle the riddle of the meaningless passages. Objective #1: Speak with Elrond in the library of his house in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on wights in Nan Tornaeth of the Trollshaws, and Pages 5–8 drop on spiders in the North Trollshaws.</p>								
	The Wisest Way is Contemplation	50	Lore-master Trainer	Tier 2	—	—	A Lore-master's Will, A Well-Ordered Mind	—
<p>OBJECTIVES: The mysteries of the past lie open to you, but still you seek to uncover more, never resting in your pursuit of knowledge. Objective #1: You have been told to speak with the lore-master Isdi, for she may have some wise words to share with you. Isdi is at the ruins of Edhelion, on the slopes above Thorin's Hall, in Ered Luin.</p>								



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Lesson from Lindir	50	Baillindiel	Tier 2	—	Trait: Fellowship's Heart	Articles of Harmony, Implements of Song	—
OBJECTIVES: Baillindiel believes that you should speak with Lindir, an Elf in Imladris who might be able to give you some instruction. Objective #1: Baillindiel thinks you should speak with Lindir, for the Elf may be able to provide you with further instruction. Lindir is in the Hall of Fire in Elrond's home in the vale of Imladris.								
	A Minstrel's Hope	30	Minstrel Trainer	Tier 4	Tier 3	Mustering Hat, Coruthor	A Song for the Company	—
OBJECTIVES: Even when all hope seems to be gone, a worthy minstrel keeps his friends going despite the danger. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: Leigh Putnam has sent out a call for minstrels to aid in lightening the mood of the embattled populace of Trestlebridge. Leigh Putnam is in Trestlebridge, in the North Downs. Objective #2: Leigh Putnam is waiting to speak with you about travelling to a nearby cave to bring hope to the refugees hiding within and perhaps convince them to come to the relative safety of Trestlebridge. Leigh Putnam is in Trestlebridge in the North Downs. Inside the instance, follow Leigh to the refugees. After speaking with them, more defenders will arrive; follow them back through the instance and make your stand against the marauding orcs. You must keep up the morale of the defenders, because if they drop too low they will be out of the fight. If any of the orcs reach the refugees, you will fail the quest. Objective #3: Leigh Putnam is waiting to speak with you about your recent adventure at the cave of refugees from the North Downs. Leigh Putnam is in Trestlebridge.								
	A Song for the Company	15	Minstrel Trainer	Tier 3	Tier 2	1H Club, 3 Celebrant Salves, Trait: Medium Armour Use	—	—
OBJECTIVES: Dangerous lands and terrible monsters make for grand tales, but an experienced minstrel knows that a room full of skeptical listeners can be the most frightening chamber of all. WARNING: This quest involves a solo instance, and you will not be able to complete it with a Fellowship. Objective #1: You have been told to seek the teaching of Piper Prescott, an adventuring minstrel of great ability. Piper Prescott, a renowned minstrel, is often within the common room of The Prancing Pony, in the town of Bree. Objective #2: Piper Prescott, a renowned minstrel, has asked you to help Leland Underhill and compose a song about your experience to sing in the common room of The Prancing Pony. Leland Underhill is probably at the West Gate of the town of Bree, about to set out for the hideout of some brigands. Inside the instance, follow Leland through the cave, helping him fight the brigands; when they reach low morale, they will cover and go out of combat, so you will not need to defeat them utterly. Objective #3: Now that you have helped Leland Underhill, Piper Prescott will want to hear the tale. Piper Prescott is in the common room of The Prancing Pony, in the town of Bree. Objective #4: Piper Prescott has told you to jump onto one of the tables near him and to sing your song for the company. The tables near Piper Prescott would be ideal places to sing your song. The song itself appears in your inventory; double-click near it to perform it for the residents of the Pony. Objective #5: You have sung your tale and await judgement. The people gathered in The Prancing Pony wait to give judgement on your performance of the 'Tale of Leland's Lunch.' Objective #6: Piper Prescott is waiting to give his judgement on the performance of your song. Piper Prescott is in the common room of The Prancing Pony.								
	Articles of Harmony	50	Baillindiel	Tier 5	—	Ring of Harmony, Necklace of Harmony	The Finest Melody is Understanding	—
OBJECTIVES: Baillindiel has agreed to help you fashion a piece of equipment that will be of use to a renowned minstrel such as you. Objective #1: Baillindiel asked you to return with twelve pieces of blinding snowbeast-fur and five sulfur-tinged Tarkrip-plates. Baillindiel is at the Elf-harbour of Celondim, in Ered Luin. Objective #2: Baillindiel is waiting for you to return with the first set of components, obtained from Malenhad and the Misty Mountains. Objective #3: Baillindiel asked you to return with twenty clouded worm-eyes and fifteen revered wight-remains. Objective #4: Baillindiel is waiting for you to return with the second set of components, obtained from Nan Gurth, Malenhad, Himbar, Imlad Balchorth, Carn Dûm, or from the Auction Hall. Objective #5: Baillindiel asked you to return with an ashen Gorthorog-horn and a Goblin-badge of Rank. Objective #6: Baillindiel is waiting for you to return with the last set of components, obtained from a Gorthorog boss in Carn Dûm, a goblin boss in Urugarth, or from the Auction Hall.								
	Implements of Song	50	Baillindiel	Tier 5	—	Club of Song, Mace of Song	The Finest Melody is Understanding	—
OBJECTIVES: Baillindiel has agreed to help you craft a weapon that will help you fulfill your duties as a minstrel of great renown. Objective #1: Baillindiel asked you to return with twelve chipped rock-worm fangs and the blunted tooth of the Warg Narglup. Baillindiel is at the Elf-harbour of Celondim, in Ered Luin. Objective #2: Baillindiel is waiting for you to return with the first set of components, obtained from Fasach-larran and the Misty Mountains. Objective #3: Baillindiel asked you to return with five corrosive droplets, fifteen splintered Warg-claws, and five grisly bat-talons. Objective #4: Baillindiel is waiting for you to return with the second set of components, obtained from Nan Gurth, Malenhad, Himbar, Carn Dûm, or from the Auction Hall. Objective #5: Baillindiel asked you to return with an Emblem of Ritual and a Rune of Winged Dominance. Objective #6: Baillindiel is waiting for you to return with the last set of components, obtained from a morroval boss in Carn Dûm, an uruk boss in Urugarth, or from the Auction Hall.								
	Melodies of the Valar	42	Quest Drop	Tier 3	—	Trait: Rally!	—	—
OBJECTIVES: It is said in the most ancient of tales that the world was formed in a great chorus of song, but this story is ancient and shrouded in myth even to the oldest among the living Elves, and no one in Middle-earth today could claim to know the truth of it. Towards the end of the Second Age, during the War of the Last Alliance, there was born a fair woman who sang in such wondrous tones that even the Elves would stop and listen in silence for so long as she would sing for them. Stranger still, she had no teaching in song or music, and yet could compose such melodies as to bring tears to the powerful and the Wise. She claimed that she composed no songs, and that she was simply trying to duplicate a music that she could hear—a music that she claimed arose from the world itself, from mountains, streams, wind, and tree alike, in infinite variety. Melodies of the Valar is the book that contains these songs as the Elves transcribed them, but most of the copies of this book have been taken away into the West, and very few remain in Middle-earth today. Alas, this one has been damaged, but an Elven minstrel of renown might well be able to shed some light on the matter. Objective #1: Speak with Lindir in the Hall of Fire of the House of Elrond, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on merreval in the Western Ram Duath, and Pages 5–8 drop on goblins in the Misty Mountains.								

Quests: Class



CLASS QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Finest Melody is Understanding	50	Minstrel Trainer	Tier 2	—	—	A Minstrel's Hope, A Song for the Company	—
OBJECTIVES: You inspire the Free Peoples with your songs of hope and your tales of heroism, a renowned minstrel of talent and bravery. Objective #1: You have been told to speak with Baillindiel, a talented minstrel who may desire to speak with you. Baillindiel is at Celondim, the Elf-harbour in Ered Luin.								
	The Rising Chord	44	Quest Drop	Tier 3	—	Trait: Song of the Hopeful Heart	—	—
OBJECTIVES: The Rising Chord is considered to be a remarkable collection of songs all of a theme that speaks to the heart of the Free Peoples of Middle-earth in one voice, be they Men, Elves, or Dwarves. Drawing on the tradition of each of these peoples, the songs resound with a clarion call of freedom and hope that is unsullied by the slightest trace of sorrow, fear, or hate. There are some who claim that this work is shallow and without dimension, but to the adept minstrel, it is a description of form unparalleled by other works. Unfortunately, the book and its strident forms became 'unfashionable' after the fall of the North Kingdom, as a deep lethargy and cynicism crept over the kingdoms of Men, and the Elves withdrew ever further into their forest strongholds. 'Nowadays, The Rising Chord is quite difficult to find, and even when a copy is found—such as this—it is incomplete at best. Perhaps the famed Elvish minstrel Lindir might be able to tell you more about it. Objective #1: Speak with Lindir in the Hall of Fire of the House of Elrond, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on orcs in West Angmar, and Pages 5–8 drop on wights in East Angmar.								
	Valour's Marches	46	Quest Drop	Tier 4	—	Trait: Anthem of the Istari	—	—
OBJECTIVES: Valour's Marches: the very title of the book you hold stirs something within your breast as you look upon it. Though its cover crumbles with age, the binding remains strong, as if infused with the same martial fervour that the melodies within it strive to invoke. This book is one of the rare few that survived the fall of the kingdom of Númenor, coming across the waves by some unlikely circumstance to Middle-earth, where it has lain hidden for ages. Though written in the Sindarin tongue, the songs are those of the noble kingdoms of Men. Nevertheless, they speak to the heart of any who would face battle, calling forth visions of endless, shining hosts on the march, thundering with the clash of steel in a thousand voices. In the hands of a minstrel, these songs of martial eminence provide crucial insight into the working of the warrior's heart and how it might be aroused from its slumber in times of need. If only so many of the songs were not frustratingly missing from the volume you now hold. Perhaps Lindir of Rivendell may be able to help fill the voids. Objective #1: Speak with Lindir in the Hall of Fire of the House of Elrond, in Rivendell. Objective #2: Now you must collect the missing pages. Pages 1–4 drop on sentient creatures Level 39 and higher, and Pages 5–8 do as well.								

CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Taste of Skill, Part I	10	Gamall, Novice Cook, Esilia Diggerly, Myrtle Brandybuck, Aesbrennil, Gil Greenbush	Tier 2	—	—	—	—
OBJECTIVES: Your delicious creations are satisfying, but they are not yet prepared with the skill of a true culinary master. Objective #1: You have been told to speak with Alken Chubb, himself a highly-skilled cook, if you wish to learn his techniques. Alken Chubb is at the Green Dragon Inn in the town of Bywater in the Shire.								
	A Taste of Skill, Part II	20	Gamall, Novice Cook, Esilia Diggerly, Myrtle Brandybuck, Aesbrennil, Gil Greenbush	Tier 3	—	—	—	—
OBJECTIVES: Your culinary expertise improves with every meal you prepare, but you are not yet counted among the finest of cooks. Objective #1: A Novice Cook has asked you to go back to Alken Chubb for the chance to better your cooking skills under his wing. Alken Chubb is within the Green Dragon Inn, located in the village of Bywater in the Shire. Objective #2: Alken has asked you to prepare a helping of Serene Stew for him to judge. If it passes his taste-test, he will give you some lessons. He gave you his notes on where to find and purchase the ingredients you will need. Alken Chubb is within the Green Dragon Inn, located in the village of Bywater in the Shire. Objective #3: Alken is waiting for you to prepare the Serene Stew and bring it to him for tasting. Alken Chubb is within the Green Dragon Inn, located in the village of Bywater in the Shire.								
	A Taste of Skill, Part III	30	Gamall, Novice Cook, Esilia Diggerly, Myrtle Brandybuck, Aesbrennil, Gil Greenbush	Tier 2	—	—	—	—
OBJECTIVES: Every dish you prepare brings you one step closer to culinary supremacy, but you have a long way to go yet. Objective #1: A Novice Cook has told you that Rollo Hansom, a cook of great skill, may be able to teach you some of the techniques that will help your dishes become as good as they can be. Rollo Hansom is at his home in Buckland, quite near to the Brandywine Bridge.								
	A Taste of Skill, Part IV	40	Jewel Underhill	Tier 3	—	—	A Taste of Skill, Part III, The Short Order Cook	—
OBJECTIVES: In the kitchen you are unrivalled, and your creations delight the tastes of all who sample them. Objective #1: You have been told to speak with Pasco Grubb, master cook of the Shire, if you wish to better your techniques in the kitchen. Pasco Grubb is in Michel Delving in the Shire. Objective #2: Pasco is waiting for you to collect the ingredients and prepare a Roast of Heroes he can sample... and by so doing judge whether you are worthy of further instruction. Pasco Grubb gave you the recipe and his notes on the preparation of a Roast of Heroes. Objective #3: Pasco Grubb is waiting for you to prepare a Roast of Heroes he can sample. Pasco Grubb is in Michel Delving, in the Shire.								



CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	A Terrace in Celondim	6	Mibrethil	Tier 2	Tier 2	—	—	—
OBJECTIVES: Mibrethil has suggested that you speak with his friend Gwaloth at a terrace overlooking the harbour of Celondim where useful and comely goods are made. Objective #1: The Elf Mibrethil suggested that you speak with his friend Gwaloth if you are interested in learning a crafting trade. Gwaloth is on a terrace overlooking Celondim, located south of the top of the stairs that wind up the hillside around which the city is constructed.								
	Amber for Othrikar	30	Ottar	Tier 3	—	—	—	—
OBJECTIVES: The Dwarf Ottar has asked for your help recovering an overdue delivery of amber that he expected at Othrikar some days ago. Objective #1: Ottar sent you to look for the smiths he sent in search of amber north-west of Othrikar, and charged you with bringing him news of them...and bringing too any amber they may have found. In return, he suggested he might give you permission to use the superior forges of Thorin's Hall, in Ered Luin. Ottar's smiths were looking for amber in the hills north and west of Othrikar. Objective #2: Pick up the amber by Jaki Stonehand and carry it south-east to Othrikar. Try not to engage in battle, for the amber is fragile and may easily break. Jaki Stonehand is resting by the amber his party unearthed north-west of Othrikar, where Ottar is waiting for the delivery. Objective #3: Ottar is waiting to speak with you about the fate of Jaki Stonehand's expedition and to thank you for delivering the amber. Ottar is at the centre of Othrikar.								
	An Errand for Millicent Greenlake	30	Millicent Greenlake	Tier 3	—	—	—	—
OBJECTIVES: The many construction projects underway on the Bree-fields have occupied Millicent Greenlake's time, and there is a shortage of skilled workers available to complete them. Objective #1: Millicent Greenlake at Thornley's Work-site on the Bree-fields asked you to render your aid to her friend, supervisor of construction at Trestlebridge. She mentioned that if word of your work is favourable, she could allow for your usage of the superior workbenches of Esteldín. Supervisor Beecher is north of here in the town of Trestlebridge. Millicent said he would be near the supports of the Trestlespan. Objective #2: Supervisor Beecher has asked you to collect driftwood from the river beneath the Trestlespan. Pieces of wood fall from the Trestlespan and catch up on the rocks floating in the river far below. Objective #3: Beecher is waiting for you to return to him with the pieces of driftwood you collected. Supervisor Beecher is at Trestlebridge on the North Downs, standing among the supports of the Trestlespan. Objective #4: Supervisor Beecher has asked you to repair the breaches in the sides of the Trestlespan and to return to him after you have repaired ten such spaces. From within the Trestlespan, you can see the breaches in its sides. Objective #5: Beecher is waiting to hear your report of the repairs you performed on the breaches in the walls of the Trestlespan. Supervisor Beecher is at Trestlebridge on the North Downs, standing among the supports of the Trestlespan. Objective #6: Supervisor Beecher was very satisfied with the work you did helping to repair the Trestlespan that he asked you to give Millicent Greenlake word of his satisfaction. Millicent Greenlake is at Thornley's Work-site on the Bree-fields.								
	An Order for Alken Chubb	30	Alken Chubb	—	—	—	The Short Order Cook	—
OBJECTIVES: Alken Chubb has asked you to prepare certain foods that can be served at The Green Dragon Inn. Objective #1: Alken Chubb has asked you to prepare three pork sausages and two vegetable medleys that can be served to the regular patrons of The Green Dragon. Alken Chubb is in The Green Dragon Inn in Bywater.								
	An Order for Esmerelda Burrows	30	Esmerelda Burrows	—	—	—	The Short Order Cook	—
OBJECTIVES: Esmerelda Burrows has asked you to prepare certain foods for the patrons of The Bird and Baby Inn. Objective #1: Esmerelda Burrows has asked you to prepare two salted-beef delights and two Shire-rations. Esmerelda Burrows is in The Bird and Baby in Michel Delving.								
	An Order for Pansy Proudfoot	30	Pansy Proudfoot	—	—	—	The Short Order Cook	—
OBJECTIVES: Pansy Proudfoot has asked you to prepare certain foods that can be served at The Golden Perch. Objective #1: Pansy is waiting for you to prepare two marinated chicken-cutlets and three servings of spiced potatoes that she can serve to patrons in The Golden Perch. Pansy Proudfoot is in The Golden Perch Inn in the town of Stock.								
	An Order for Rollo Bunce	30	Rollo Bunce	—	—	—	The Short Order Cook	—
OBJECTIVES: Rollo Bunce has asked you to prepare certain foods that can be served at The Plough and Stars. Objective #1: Rollo Bunce has asked you to prepare a mushroom-pie, three stuffed cabbages, and a spiced apple-pie. Rollo Bunce is in The Plough and Stars inn in Brockenborings.								
	An Order for Ruby Hollowbanks	30	Ruby Hollowbanks	—	—	—	The Short Order Cook	—
OBJECTIVES: Ruby Hollowbanks has asked you to prepare certain foods to be served to the few patrons of The Floating Log. Objective #1: Ruby Hollowbanks asked you to prepare three complete Hobbit-breakfasts and two blueberry-muffins to try and lure patrons back to The Floating Log, which is currently undergoing repairs on its roof. Ruby Hollowbanks is in The Floating Log Inn in Frogmorton.								

Quests: Class



CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Barton Tyne Has Lost His Ring	15	Barton Tyne	Tier 2	Tier 3	Tin Ore, Common Mushroom	—	—
<p>OBJECTIVES: Barton Tyne has lost the amethyst ring given to him by his wife Verity, and he is beside himself with worry about what she will do when she finds out he lost it. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Barton Tyne has told you that he lost his wedding ring, and he is looking for the services of a jeweller to make an amethyst ring to replace it. His wife Verity is sure to be furious if he returns without it! Barton Tyne is on the road between the town of Bree and the Forsaken Inn.</p>								
	Bronze for Bree-town	15	Osur Stouthammer	Tier 2	Tier 3	Copper Ore, Rowan Wood	—	—
<p>OBJECTIVES: Osur Stouthammer is concerned by what he feels to be the sad state of the armour worn by the guards of the town of Bree and wants to ease the situation. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Osur Stouthammer is concerned by the low quality of the armour worn by the guards of the town of Bree and wants you to find a Metalsmith willing to make some bronze armour and a bronze buckler that he can give to the defenders. Osur Stouthammer is by the Boar Fountain in the town of Bree.</p>								
	Builders, Bookworms and Blacksmiths	5	Builder Earur	Tier 2	—	—	—	—
<p>OBJECTIVES: Builder Earur provided directions to one who can assist you, should you desire to take on a vocation. Objective #1: Builder Earur directed you to a crafting master in Combe. He mentioned that the master can be found by following the left path once you enter Combe centre. You should find a master of vocation willing to take on apprentices in Combe.</p>								
	Camping Preparations	10	Crocus Stonybanks	Tier 2	Tier 5	Light Hide, Copper Ore	—	—
<p>OBJECTIVES: Crocus Stonybanks is trying to assemble some campfire kits so she can go camping with her friends. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Crocus has asked you to bring her two campfire kits so she can go camping with her friends. Crocus Stonybanks is in Overhill.</p>								
	Consignment: Ancient Lore	1	—	—	—	—	Consignment: Common Lore, Consignment: Esoteric Lore	—
<p>OBJECTIVES: The Elves of Duillond have long kept detail accounts of the history of Middle-earth. Some are willing to share that knowledge with others. You have asked for the Elves' assistance in collecting ancient lore for your studies. Objective #1: You completed the work order purchased from Archivist Arodel and should deliver it to her at once. Archivist Arodel dwells within Duillond in Ered Luin. Objective #2: Archivist Arodel told you to speak with Researcher Mallenor in forty hours to pick up your order. Researcher Mallenor is at Duillond in Ered Luin. Objective #3: You have waited forty hours for the Elves of Duillond to research the ancient lore you requested. Your order should now be complete. You should seek out Researcher Mallenor at Duillond. Researcher Mallenor can be found within the bounds of Duillond in Ered Luin.</p>								
	Consignment: Common Lore	1	—	—	—	—	Consignment: Esoteric Lore, Consignment: Ancient Lore	—
<p>OBJECTIVES: The Elves of Duillond have long kept detail accounts of the history of Middle-earth. Some are willing to share that knowledge with others. You have asked for the Elves' assistance in collecting common lore for your studies. Objective #1: You completed the work order purchased from Archivist Arodel and should deliver it to her at once. Archivist Arodel dwells within Duillond in Ered Luin. Objective #2: Archivist Arodel told you to speak with Researcher Mallenor in six hours to pick up your order. Researcher Mallenor is at Duillond in Ered Luin. Objective #3: You have waited six hours for the Elves of Duillond to research the common lore you requested. Your order should now be complete. You should seek out Researcher Mallenor. Researcher Mallenor can be found within the bounds of Duillond in Ered Luin.</p>								
	Consignment: Common Ore	1	—	—	—	—	Consignment: Uncommon Ore, Consignment: Rare Ore	—
<p>OBJECTIVES: Dwarves are accomplished miners, and some sell their services. You have employed such dwarves to collect the more common ores for you outside the gates of Thorin's Hall in the village called Thorin's Gate. Objective #1: After purchasing a work order for common ore, you completed the form and only need to deliver it to Foreman Ori. Foreman Ori is at Thorin's Gate in Ered Luin. Objective #2: Foreman Ori told you to speak with Miner Onar in six hours to pick up your order. Miner Onar is in Thorin's Gate in Ered Luin. Objective #3: The miners of Thorin's Gate said it would take six hours to organize your delivery. That time has passed. You should speak with Miner Onar. Miner Onar is in Thorin's Gate in Ered Luin.</p>								
	Consignment: Esoteric Lore	1	—	—	—	—	Consignment: Common Lore, Consignment: Ancient Lore	—
<p>OBJECTIVES: The Elves of Duillond have long kept detail accounts of the history of Middle-earth. Some are willing to share that knowledge with others. You have asked for the Elves' assistance in collecting esoteric lore for your studies. Objective #1: You completed the work order purchased from Archivist Arodel and should deliver it to her at once. Archivist Arodel dwells within Duillond in Ered Luin. Objective #2: Archivist Arodel told you to speak with Researcher Mallenor in twenty hours to pick up your order. Researcher Mallenor is at Duillond in Ered Luin. Objective #3: You have waited twenty hours for the Elves of Duillond to research the esoteric lore you requested. Your order should now be complete. You should seek out Researcher Mallenor at Duillond. Researcher Mallenor can be found within the bounds of Duillond in Ered Luin.</p>								



CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Consignment: Hard Wood	1	—	—	—	—	Consignment: Soft Wood, Consignment: Wood	—
<p>OBJECTIVES: You conscripted the Combe Lumber-yard to gather hard wood from the surrounding forests. Objective #1: You completed the work order for the Combe Lumber-yard and should return it to Foreman Elmwood at once. Foreman Elmwood is at the Combe Lumber-yard east and north of Combe in Bree-land. Objective #2: Foreman Elmwood told you to return in forty hours to speak with Woodcutter Hornbeam. Woodcutter Hornbeam is at the Combe Lumber-yard in Combe in Bree-land. Objective #3: Forty hours have passed, and the Combe Lumber Yard promised that your order would be filled. You should speak with Woodcutter Hornbeam. Woodcutter Hornbeam is at the Combe Lumber-yard east and north of Combe in Bree-land.</p>								
	Consignment: Light Hides	1	—	—	—	—	Consignment: Medium Hides, Consignment: Thick Hides	—
<p>OBJECTIVES: Hobbit hunters in the secluded village of Overhill are adept at hunting, skinning, and treating hides. You have placed an order with the Hobbits of Overhill for a collection of light hides. Objective #1: You filled out the work order form for light hides and are ready to place your order with the Hobbits of Overhill. Tanner Boffin is in Overhill in the Shire. Objective #2: Tanner Boffin told you to speak with Skinner Grubb in six hours to pick up your order. Skinner Grubb is in Overhill in the Shire. Objective #3: Six hours have passed, and the Hobbits of Overhill promised to have your deliver complete. You should speak with Skinner Grubb. Skinner Grubb is in Overhill in the Shire.</p>								
	Consignment: Medium Hides	1	—	—	—	—	Consignment: Thick Hides, Consignment: Light Hides	—
<p>OBJECTIVES: Hobbit hunters in the secluded village of Overhill are adept at hunting, skinning, and treating hides. You have placed an order with the Hobbits of Overhill for a collection of medium hides. Objective #1: You filled out the work order form for medium hides and are ready to place your order with the Hobbits of Overhill. Tanner Boffin is in Overhill in the Shire. Objective #2: Tanner Boffin told you to speak with Skinner Grubb in twenty hours to pick up your order. Skinner Grubb is in Overhill in the Shire. Objective #3: Twenty long hours have passed, and the Hobbits of Overhill promised to have your deliver complete. You should speak with Skinner Grubb to pick up your order. Skinner Grubb is in Overhill in the Shire.</p>								
	Consignment: Rare Ore	1	—	—	—	—	Consignment: Common Ore, Consignment: Uncommon Ore	—
<p>OBJECTIVES: Dwarves are accomplished miners and some sell their services. You have employed the dwarves of Thorin's Gate to collect rare ore for you. Objective #1: After purchasing a work order for rare ore, you completed the form and only need to deliver it to Foreman Ori. Foreman Ori is in Thorin's Gate in Ered Luin. Objective #2: Foreman Ori told you to speak with miner Onar in forty hours to pick up your order. Miner Onar is in Thorin's Gate in Ered Luin. Objective #3: The miners of Thorin's Gate said it would take forty hours to organize your delivery. That time has passed. You should speak with Miner Onar. Miner Onar is in Thorin's Gate in Ered Luin.</p>								
	Consignment: Soft Wood	1	—	—	—	—	Consignment: Wood, Consignment: Hard Wood	—
<p>OBJECTIVES: You conscripted the Combe Lumber-yard to gather simple and soft wood from the surrounding forests. Objective #1: You completed the work order for the Combe Lumber-yard and should deliver it to Foreman Elmwood. Foreman Elmwood is at the Combe Lumber-yard, east and north of Combe in Bree-land. Objective #2: Foreman Elmwood told you to return in six hours to speak with Woodcutter Hornbeam. Woodcutter Hornbeam is at the Combe Lumber-yard east and north of Combe in Bree-land. Objective #3: Six hours have passed, and the Combe Lumber Yard promised that your order would be filled. You should speak with Woodcutter Hornbeam. Woodcutter Hornbeam is at the Combe Lumber-yard east and north of Combe in Bree-land.</p>								
	Consignment: Thick Hides	1	—	—	—	—	Consignment: Light Hides, Consignment: Medium Hides	—
<p>OBJECTIVES: Hobbit hunters in the secluded village of Overhill are adept at hunting, skinning, and treating hides. You have placed an order with the Hobbits of Overhill for a collection of thick hides. Objective #1: You filled out the work order form for thick hides and are ready to place your order with the Hobbits of Overhill. Tanner Boffin is in Overhill in the Shire. Objective #2: Tanner Boffin told you to speak with Skinner Grubb in forty hours to pick up your order. Skinner Grubb is in Overhill in the Shire. Objective #3: Forty hours have passed and the Hobbits of Overhill promised to have your deliver complete. Skinner Grubb is in Overhill in the Shire.</p>								
	Consignment: Uncommon Ore	1	—	—	—	—	Consignment: Common Ore, Consignment: Rare Ore	—
<p>OBJECTIVES: Dwarves are accomplished miners and some sell their services. You have employed such dwarves to collect uncommon ore for you outside the gates of Thorin's Hall in the village called Thorin's Gate. Objective #1: After purchasing a work order for uncommon ore, you completed the form and only need to deliver it to Foreman Ori. Foreman Ori is at Thorin's Gate in Ered Luin. Objective #2: Foreman Ori told you to speak with Miner Onar in twenty hours to pick up your order. Miner Onar is in Thorin's Gate in Ered Luin. Objective #3: The miners of Thorin's Gate said they would take nearly twenty hours to complete their collection of uncommon ore for you. That time has passed. You should speak with Miner Onar. Miner Onar is in Thorin's Gate in Ered Luin.</p>								

Quests: Class



CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Consignment: Wood	1	—	—	—	—	Consignment: Soft Wood, Consignment: Hard Wood	—
<p>OBJECTIVES: You conscripted the Combe Lumber-yard to gather wood from the surrounding forests. Objective #1: You completed the work order for the Combe Lumber-yard and should return it to Foreman Elmwood. Foreman Elmwood is at the Combe Lumber Yard east and north of Combe in Bree-land. Objective #2: Foreman Elmwood told you to return in twenty hours to speak with Woodcutter Hornbeam. Woodcutter Hornbeam is at the Combe Lumber-yard east and north of Combe in Bree-land. Objective #3: Twenty hours have passed, and the Combe Lumber Yard promised that your order would be filled. You should speak with Woodcutter Hornbeam. Woodcutter Hornbeam is at the Combe Lumber-yard east and north of Combe in Bree-land.</p>								
	Gems for Guleneth	10	Guleneth	Tier 2	Tier 5	Fresh Butter, Early Third Age Relic	—	—
<p>OBJECTIVES: The jeweller Guleneth has asked you to bring him polished agates he can use in the pieces he makes. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Jeweller Guleneth has asked you to acquire three polished agates that he can use to complete some of the pieces he has left unfinished. Guleneth is at Celondim in Ered Luin.</p>								
	Geoffrey Fuller Hates Splinters	10	Geoffrey Fuller	Tier 2	Tier 5	Bronze Ingot, Lard	—	—
<p>OBJECTIVES: Geoffrey Fuller has a real problem with the splinters he gets daily from working at the Combe lumber-camp. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Geoffrey is sick to death of the splinters he encounters every day during his work at the lumber-camp and has asked if you can bring him some padded gloves. A tailor should be able to make the gloves. Geoffrey Fuller is in the village of Combe.</p>								
	Knowledge is the Best Defence	15	Clayton Cole	Tier 2	Tier 3	Carrot Seed, Bronze Ingot	—	—
<p>OBJECTIVES: Clayton Cole is hoping to improve the discipline of the Bree-town guards under his command by studying the lessons of the past. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Clayton has asked you to find a scholar who can provide you with minor weaponsmithing-lore and minor battle-lore. Clayton Cole is by the Combe-gate on the west side of the town of Bree.</p>								
	Laegon Practises His Craft	10	Laegon	Tier 2	Tier 5	Bronze Ingot, Rowan Wood	—	—
<p>OBJECTIVES: The Elf Laegon has taken to practising his bow-making, and he often wants for materials. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Laegon has asked if you could bring him three rowan bowstaves he can use to refine his bow-bending techniques. Laegon is at Celondim, in Ered Luin.</p>								
	Leggings for Gagi	10	Gagi Cloudbrow	Tier 2	Tier 5	Boiled Light Leather, Copper Ore	—	—
<p>OBJECTIVES: Gagi Cloudbrow tried to make himself some bronze scale leggings, but the event has been described as something of a disaster. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Gagi Cloudbrow has asked you to procure for him some bronze scale leggings, because the pair he tried to make for himself turned out poorly, and in no way resembled the leggings for which he was trying. Gagi Cloudbrow is west of Frerin's Court.</p>								
	Lost Lore of the Free Peoples	30	Deluros	Tier 3	—	—	—	—
<p>OBJECTIVES: Deluros is concerned about several stacks of books lost when creatures in the Lone-lands spooked the horses pulling a wagon bound for Imladris. Objective #1: Deluros has asked that you speak with Harry Wheelwright, a wagon-driver currently staying in Imladris, about his ill-fated drive through the Lone-lands. Harry Wheelwright is at the stables of Imladris. Objective #2: Deluros has asked you to recover four stacks of books that mark the trail of the missing wagon that likely ended its journey somewhere in the southern bog. The wagon left the road through the Lone-lands and barrelled into the southern bog, shedding books as it went. Objective #3: Deluros will be grateful that you have recovered the stacks of books that have been missing. Deluros is in the library of the House of Elrond, in Rivendell.</p>								
	Making Use of the Low-lands	10	Solvi Scrollbearer	Tier 2	Tier 5	Bronze Ingot, Yellow Onion Seed	—	—
<p>OBJECTIVES: Solvi Scrollbearer is certain that better use could be made of the resources found outside Gondamon and wants your help in acquiring information to support this idea. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Solvi Scrollbearer asked you to have a scholar prepare some minor metalworking-lore and some minor woodworking-lore for him to examine. Solvi Scrollbearer is at Gondamon, on the low-lands of Ered Luin.</p>								

CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Michel Delving Craft-fair	5	Alf Goodcliff	Tier 2	Tier 2	—	—	—
OBJECTIVES: Alf Goodcliff thinks you could be a craftsman of some skill and suggested you visit his friend Emerald Borings at the Craft-fair on the south side of Michel Delving. Objective #1: Alf Goodcliff suggested you speak with his friend Emerald Borings if you are interested in pursuing a crafting vocation. Emerald Borings is at the Michel Delving Craft-fair, south-west of the statue in the town centre, past the stables, and along the first leftward turning.								
	Michel Delving's Youngest Seamstress	10	Marigold Twospade	Tier 2	Tier 5	Bronze Hilt, Leather Pads	—	—
OBJECTIVES: Marigold Twospade has asked you to bring her some minor tailoring-lore so she can learn the trade. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Marigold asked you to bring her some minor tailoring-lore so she can get a start on learning the trade, even though no one will teach her. Marigold Twospade is in Michel Delving.								
	Mudbottom's High Standards	10	Odo Mudbottom	Tier 2	Tier 5	Copper Ingot, Pipe-weed Seed	—	—
OBJECTIVES: Odo Mudbottom is distraught that his favourite eating-place, The Floating Log, is currently undergoing repairs to its roof. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Odo refuses to eat at The Floating Log while the repairs on the roof are underway, but he still wants his customary mushroom pies. Odo Mudbottom is in Frogmorton.								
	Ned in a Pickle	10	Ned Diggins	Tier 2	Tier 5	Boiled Light Leather, Amethyst Gem	The Great Pie Crust Robbery	—
OBJECTIVES: Ned Diggins has gone and eaten the pie crust you brought him as a replacement for the earlier crust he devoured, and now he is in a real pickle. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Ned Diggins is waiting for you to return with a pie crust he can use to replace the one he ate that was to replace the one he ate, before his wife discovers it missing. Ned Diggins is in Michel Delving.								
	Nefi's New Setting	10	Nefi Gemcutter	Tier 2	Tier 5	Pork Shank, Tin Ore	—	—
OBJECTIVES: Nefi Gemcutter has broken the setting of a necklace he once fashioned, and desires a replacement. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Nefi Gemcutter has asked you to bring him an agate necklace to replace one he made during his own time as a jeweller. Nefi Gemcutter is along the road that approaches Thorin's Hall.								
	Outfitting the Defenders	10	Efi Plateshaper	Tier 2	Tier 5	Copper Ore, Rowan Wood	—	—
OBJECTIVES: Efi Plateshaper is eager to outfit the dwarves guarding the barricade to Rath Teraig and asked for your help collecting the necessary pieces of armour. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Efi Plateshaper asked you to bring him bronze scale gloves and a bronze helm with which he can outfit the defenders of the barricade at Rath Teraig. Efi Plateshaper is at Gondamon, in the Low-lands of Ered Luin.								
	Seward Proudfoot's First Breakfast	15	Seward Proudfoot	Tier 2	Tier 3	Pipe-wood Seed, Rowan Wood	—	—
OBJECTIVES: Seward Proudfoot wants to provide breakfast for the guards of the town of Bree as a token of his appreciation. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Seward Proudfoot promised some guards he would cook them a breakfast of eggs and onions and hard biscuits, but can't find his recipe-book. He has asked you to find a cook willing to prepare the food and will pay you for the trouble if you bring it to him. Seward Proudfoot is outside The Prancing Pony, in the town of Bree.								
	Steambeard's Hungry Work	10	Ingi Steambeard	Tier 2	Tier 5	Copper Ingot, Pipe-weed Seed	—	—
OBJECTIVES: Ingi Steambeard has been hard at work fashioning armour for the dwarves that defend Gondamon, and now he is ready to eat. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Ingi Steambeard is hungry and wants you to bring him two servings of roast pork and two hard biscuits with which to feed his appetite. Ingi Steambeard is at Gondamon, in the Low-lands of Ered Luin.								
	Stonesmasher's Pupils	10	Griss Stonesmasher	Tier 2	Tier 5	Treated Rowan, Copper Ore	—	—
OBJECTIVES: Griss Stonesmasher would like to teach some of his students how to forge weapons out of bronze and wants you to bring him some of the pieces. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Griss Stonesmasher asked you to bring him two bronze blades and two bronze hilts for him to use as examples for some of his weaponsmithy pupils. Griss Stonesmasher is in the Maker's Hall inside Thorin's Hall.								

Quests: Class



CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	Strong of Arm and Sharp of Mind	7	Edward Carver	Tier 2	Tier 2	—	—	—
OBJECTIVES: Following the burning of Archet, Edward Carver and his brother Roderick are hoping to encourage all those with potential to take up a crafting vocation for the good of the Free Peoples. Objective #1: Edward Carver wants you to speak to his brother Roderick about taking up a crafting vocation. Roderick Carver is by the Craft Hall in Combe, south of Archet. The left path from the Combe town centre climbs up the hill past the Craft Hall.								
	Studying the White Ships	6	Raindis	Tier 2	Tier 5	Light Hide, Fertilizer	—	—
OBJECTIVES: Raindis of Celondim has asked you to bring her some minor woodworking-lore that she can apply to the preparation of timbers used in the construction of the White Ships. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Raindis has asked if you would collect some minor woodworking-lore from a scholar so she can see if any improvements might be made to the wood that is used as the timber for the White Ships. Raindis is at Celondim, in Ered Luin.								
	Supplies for the Lumber-camp	10	Ember Hayes	Tier 2	Tier 5	Light Hide, Treated Rowan	—	—
OBJECTIVES: The Combe lumber-camp is in need of supplies with which its workers can increase the production of useable timber. The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Ember has said she would pay you for a rowan hammer and three rowan hafts, if you could bring them to her. A woodworker should be able to make these items. Ember Hayes is at the Combe lumber-camp.								
	The Call of Precious Things, Part I	10	Dathi, Haldan, Peony Burrows, Hamo Brockhouse, Madge Woodsey, Ted Ragwort	Tier 2	—	—	—	—
OBJECTIVES: The craft of making jewellery is one that requires a steady hand and a precise eye, traits that can only be developed through training and experience. Objective #1: You have been told to journey to the Forsaken Inn in the Lone-lands to speak with the great jeweller Kobbi Stonestar, if you wish to advance in your craft. Kobbi Stonestar is within the Forsaken Inn located on the edge of the Lone-lands, east of Bree.								
	The Call of Precious Things, Part II	20	Dathi, Haldan, Peony Burrows, Hamo Brockhouse, Madge Woodsey, Ted Ragwort	Tier 3	—	—	—	—
OBJECTIVES: Every piece of jewellery you fashion brings your fingers greater skill and your eyes more clarity, but you still have need of instruction. Objective #1: Kobbi Stonestar is interested in your progress as a jeweller and has been asking about you. Kobbi Stonestar has apparently become a permanent resident of The Forsaken Inn of the Lone-lands. Objective #2: Kobbi Stonestar has asked you to craft a White Tree Trinket to demonstrate your technique and has given you the recipe as well as his notes on the subject. Kobbi Stonestar is an apparently permanent resident of the Forsaken Inn of the Lone-lands. Objective #3: Kobbi Stonestar is waiting to judge the craftsmanship of the White Tree Trinket he asked you to make. Kobbi Stonestar is apparently a permanent resident of the Forsaken Inn located in the Lone-lands.								
	The Call of Precious Things, Part III	25	Dathi, Haldan, Peony Burrows, Hamo Brockhouse, Madge Woodsey, Ted Ragwort	Tier 2	—	—	—	An Errand for Millicent Greenlake
OBJECTIVES: You can see the shape of precious stones taking form before you have begun to carve them, but there are still fine techniques that escape you. Objective #1: You have been told to speak with Millicent Greenlake, supervising construction in the Bree-fields, to improve your jewellsmithing techniques. You have also been warned of her impatient nature. Millicent Greenlake supervises construction at Thornley's work-site in the Bree-fields, north of the town of Bree.								
	The Call of Precious Things, Part IV	40	Daemirdan	Tier 3	—	—	The Call of Precious Things, Part III, An Errand for Millicent Greenlake	—
OBJECTIVES: Your fingers are nimble and your eyes precise, allowing you to create stunning pieces that astound those who have not reached the same level of mastery. Objective #1: You have been told that Merilos asks to speak with all jewellers who attain your level of skill. The master jeweller Merilos is in Rivendell. Objective #2: Merilos, a rather intimidating jeweller in Rivendell, has asked you to craft a memorium ring that she can examine to determine your worth as a jeweller. Merilos gave you the recipe for a memorium ring and her notes on its fashioning. Objective #3: Master-jeweller Merilos asked you to fashion a memorium ring to prove your understanding of the craft, and most likely, to teach you a lesson of some sort. Merilos is in Rivendell.								
	The Great Pie Crust Robbery	10	Ned Diggins	Tier 2	Tier 5	Amethyst Gem, Boiled Light Leather	—	Ned in a Pickle
OBJECTIVES: Ned Diggins has gone and eaten the pie crust his wife was planning on filling with delicious pie, and now he needs a replacement in a hurry! The items referred to in this quest can be crafted by players and bought/sold on the Auction Hall. Objective #1: Ned Diggins is waiting for you to return with a pie crust he can use to replace the one he ate, before his wife discovers it missing. Ned Diggins is in Michel Delving.								



CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Heart of the Wood, Part I	10	Nagli, Mallasil, Novice Woodworker, Toby Sandheaver, Gib Heathstraw	Tier 2	—	—	—	—
OBJECTIVES: The craft of woodworking requires more than a strong arm. It requires an understanding of the wood. Objective #1: You have been instructed to speak with Sarabeth Lowbanks, a skilled woodworker in the village of Staddle in the Bree-land. Sarabeth Lowbanks can be found in the village of Staddle, located near the town of Bree.								
	The Heart of the Wood, Part II	20	Nagli, Mallasil, Novice Woodworker, Toby Sandheaver, Gib Heathstraw	Tier 3	—	—	—	—
OBJECTIVES: With every stroke of the knife, your ability to sculpt a block of wood improves, but you still have need of instruction. Objective #1: Sarabeth Lowbanks is a skilled woodworker and has expressed an interest in helping you further your skills in the trade. Sarabeth Lowbanks is in the village of Staddle, near to the town of Bree. Objective #2: Sarabeth has given you the recipe to craft a Twistwood Staff and will judge your progress in the trade by examining the staff you make. She has also given you her notes on how to make the weapon. Sarabeth Lowbanks is in the village of Staddle, quite near to Bree. Objective #3: Sarabeth is waiting to judge the craftsmanship of the Twistwood Staff she asked you to make. Sarabeth Lowbanks is in the village of Staddle, quite near to Bree.								
	The Heart of the Wood, Part III	25	Nagli, Mallasil, Novice Woodworker, Toby Sandheaver, Gib Heathstraw	Tier 2	—	—	—	—
OBJECTIVES: You can see the shape of objects hidden within pieces of wood before you have even begun to work on them, but you still lack a certain flourish of technique. Objective #1: You have been told to speak with Millicent Greenlake, supervising construction in the Bree-fields, to improve your woodworking techniques. You have also been warned of her impatient nature. Millicent Greenlake supervises construction at Thornley's work-site in the Bree-fields, north of the town of Bree.								
	The Heart of the Wood, Part IV	40	Primula Diggins, Tawariel	Tier 3	—	—	An Errand for Millicent Greenlake, The Heart of the Wood, Part III	—
OBJECTIVES: With a speed that astounds those who see you working, you deftly carve pieces of art and utility from wood that formerly held but their promise. Objective #1: You have been told that Giles Chadwick, a master woodworker, might help you refine your technique. Giles Chadwick is in the town of Trestlebridge, north of Bree. Objective #2: Giles Chadwick asked you to prove your woodworking ability by making a Bow of Shadowy Might for him to judge. Giles Chadwick gave you his notes and the recipe for fashioning a Bow of Shadowy Might. Objective #3: Giles Chadwick asked you to make a Bow of Shadowy Might for him to inspect and thereby determine your skill at woodworking. Giles Chadwick is in the town of Trestlebridge, north of Bree.								
	The Maker's Hall	6	Bogi Deepdelver	Tier 2	Tier 2	—	—	—
OBJECTIVES: Bogi Deepdelver has asked you to speak with his friend Egil Oldbeard in Thorin's Hall about contributing to the state of crafting in the Blue Mountains. Objective #1: Bogi Deepdelver suggested that you speak with his friend Egil Oldbeard, who has greeted fledgling craftsmen in the Blue Mountains for more than one hundred years. Egil Oldbeard is in the Maker's Hall, inside Thorin's Hall, east of the entrance chamber.								
	The Path to Learning, Part I	10	Dúsi, Thavroniel, Atharovor, Citrina Brockhouse, Merimas Brandybuck, Alice Pickthorn	Tier 2	—	—	—	—
OBJECTIVES: The path to mastery of the scholarly art is a long one, but you have begun the journey. Objective #1: You have been told to speak with Nathronwen if you wish to gain a greater understanding of the nature of knowledge. An Elf-scholar of great wisdom, Nathronwen, is staying at the refuge of Duillond in Ered Luin.								
	The Path to Learning, Part II	20	Dúsi, Thavroniel, Atharovor, Citrina Brockhouse, Merimas Brandybuck, Alice Pickthorn	Tier 3	—	—	—	—
OBJECTIVES: The path to mastery of the scholarly art is a long one, but every discovery brings you greater insight. Objective #1: A Novice Scholar recommended that you speak with the learned Nathronwen in the interest of advancing your studies. Nathronwen is at Duillond, the Refuge in Ered Luin. Objective #2: To aid you in your scholarly pursuits, Nathronwen has decided you should compose a ballad tracing the story of Aiglos. She gave you a recipe of instructions and her notes to aid you with collecting sources. Nathronwen is at Duillond, the Refuge in Ered Luin. Objective #3: Scholar Nathronwen has asked you to compose a Ballad of Aiglos for her to judge so she may evaluate your own progress as a scholar. Nathronwen is at Duillond, the Refuge in Ered Luin.								
	The Path to Learning, Part III	25	Dúsi, Thavroniel, Atharovor, Citrina Brockhouse, Merimas Brandybuck, Alice Pickthorn	Tier 2	—	—	—	Lost Lore of the Free Peoples
OBJECTIVES: Your journey as a scholar has brought you much knowledge, but there is always more to learn. Objective #1: You have been instructed to speak with Deluros, an Elf studying at Rivendell, to further your studies. Deluros is in the library at Rivendell, deep within the Trollshaws.								



CRAFTING QUESTS



Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Path to Learning, Part IV	40	Forgamthan	Tier 3	—	—	Lost Lore of the Free Peoples, The Path to Learning, Part III	—
OBJECTIVES: You have learned much of the scholarly ways, and the breadth and depth of your knowledge astounds those who have not taken the same journey. Objective #1: You have been told that Idhremmin, an Elf studying the tombs on the Fields of Fornost, can be of assistance in your scholarly pursuits. Idhremmin is staying at Mincham's camp on the Fields of Fornost, in the North Downs. Objective #2: To prove your mastery of the scholarly arts, Idhremmin on the Fields of Fornost has asked you to reconstruct the Chant of the Stalwart. Idhremmin gave you his notes on the reconstruction of the Chant of the Stalwart. Objective #3: The scholar Idhremmin on the Fields of Fornost has asked you to reconstruct the Chant of the Stalwart to prove your mastery of the scholarly art. Idhremmin is at Mincham's Camp on the Fields of Fornost, in the North Downs.								
	The Short Order Cook	30	Rollo Hansom	Tier 3	—	—	A Taste of Skill, Part III	—
OBJECTIVES: Rollo Hansom has asked you to travel to five of the Shire's finest inns and cook food for some of his friends at each. Objective #1: Rollo Hansom has suggested that he can give you access to the superior ovens of Michel Delving if you prepare the meals his friends request. Rollo Hansom gave you a note containing the names of his friends that work in some of the Shire's finest inns. Objective #2: Your delicious preparations have satisfied Rollo's friends, and he has surely decided to grant you permission to use the superior ovens of Michel Delving. Rollo Hansom is at his home in Buckland, quite near to the Brandywine Bridge.								
	The Strength of the Smith, Part I	10	Sindri, Galuoneth, Rose Burrows, Balbo Grubb, Rob Hollyleaf	Tier 2	—	—	—	—
OBJECTIVES: Your ability to craft weapons of quality has improved, but now you must learn from a smith of greater skill. Jon Whetstone in Bree is known for his skill in the smithing of weapons. Objective #1: The Novice Weaponsmith has told you to seek the teachings of Jon Whetstone if you are interested in further developing your smithing skill. Jon Whetstone, a Weaponsmith of some skill, can be found in the crafting hall near the Boar Fountain in the town of Bree.								
	The Strength of the Smith, Part II	20	Sindri, Galuoneth, Rose Burrows, Balbo Grubb, Rob Hollyleaf	Tier 3	—	—	—	—
OBJECTIVES: Every weapon you fashion improves the strength of your arm, the quality of your pieces, and the confidence with which you work. Objective #1: The Novice Weaponsmith believes you are now ready to learn the ways of the forge and the anvil from Jon Whetstone. Jon Whetstone is by the Boar Fountain in the town of Bree. Objective #2: Jon Whetstone has given you the recipe to craft an Elven hunting-dagger and will judge your progress in the trade by examining the weapon you make. He has also given you his notes on how to make the weapon. Jon Whetstone is by the Boar Fountain in the town of Bree. Objective #3: You have collected the components to make an Elven hunting-dagger, and now you must craft the weapon to prove to Jon Whetstone that you are worthy of his teachings. Jon Whetstone is by the Boar Fountain in the town of Bree.								
	The Strength of the Smith, Part III	30	Sindri, Galuoneth, Rose Burrows, Balbo Grubb, Rob Hollyleaf	Tier 2	—	—	—	Amber for Othrikar
OBJECTIVES: Through a great deal of practice, you have improved the quality of the weapons you craft. And yet, there are techniques that evade your skill. Objective #1: The Novice Weaponcrafter has told you that the Dwarf Ottar can continue your training in the crafting of weapons. Ottar can be found in Othrikar, a mining-town in the North Downs.								
	The Strength of the Smith, Part IV	40	Thithrandi	Tier 3	—	—	The Strength of the Smith, Part III, Amber for Othrikar	—
OBJECTIVES: Your skill with forge and anvil is well-honed, and the weapons you fashion upon them are exemplary for their kind. Objective #1: You have been told to speak with Tralli Hammerfist, a master Weaponsmith, for he may be able to further your instruction. Tralli Hammerfist is at the Northern Barricade of Rath Teraig in Ered Luin. Objective #2: Tralli asked you to craft a Fist of the Dwarves so he could judge your weaponsmithy skills. Tralli Hammerfist gave you the recipe for crafting a Fist of the Dwarves and his notes on where to obtain the components for it. Objective #3: Tralli is waiting for you to craft a Fist of the Dwarves for him to judge. Tralli Hammerfist is at the Northern Barricade of Rath Teraig.								
	The Thickest of Skins, Part I	10	Sandar, Miluidan, Rowan Brandybuck, Novice Tailor, Sara Crabgrass, Mat Hedgerow	Tier 2	—	—	—	—
OBJECTIVES: The craft of tailoring is one that rewards methodical care with toughness and resilience. Objective #1: You have been instructed to speak with Carver Greenlake, a skilled tailor who may be able to aid you in your training. Carver Greenlake is at Thornley's Work Site, north of the town of Bree.								
	The Thickest of Skins, Part II	25	Sandar, Miluidan, Rowan Brandybuck, Novice Tailor, Sara Crabgrass, Mat Hedgerow	Tier 3	—	—	—	—
OBJECTIVES: With every piece you prepare, you learn something new about the process and about yourself. Objective #1: A Novice Tailor has seen your improvement at the trade and recommended that you seek the counsel of Ranger Erandir. The Ranger Erandir is at Esteldin in the North Downs. Objective #2: Erandir has asked you to fashion deft gauntlets, which he will examine to determine whether you are sufficiently skilled at tailoring to proceed with the craft. The Ranger Erandir is at Esteldin in the North Downs. Objective #3: Erandir is waiting to judge the craftsmanship of the deft gauntlets he asked you to make. The Ranger Erandir is at Esteldin in the North Downs.								



CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Thickest of Skins, Part III	25	Sandar, Miluidan, Rowan Brandybuck, Novice Tailor, Sara Crabgrass, Mat Hedgerow	Tier 2	—	—	—	—
OBJECTIVES: Like a cut of leather that has been cured and prepared, you have gained a deal of toughness that you once did not possess, but you still lack the assured technique of the finest tailors. Objective #1: You have been told to speak with Millicent Greenlake, supervising construction in the fields north of Bree, to improve your tailoring technique. You have also been warned of her impatient nature. Millicent Greenlake is at Thornley's work-site on the Bree-fields, north of Bree.								
	The Thickest of Skins, Part IV	40	Fladdan	Tier 3	—	—	An Errand for Millicent Greenlake, The Thickest of Skins, Part III	—
OBJECTIVES: The speed with which you can fashion animal skins into quality leather goods astounds those who have not followed a similar course. Objective #1: You have been told that Branda Rumble might be able to teach you some more techniques to aid in your craft. Branda Rumble is in Ost Guruth, the Ruin-hold in the Lone-lands. Objective #2: After boasting of her accomplishments, Branda Rumble eventually asked you to craft a drake-skin cuirass for her to judge both its worth and your own. Branda Rumble gave you her notes on the fashioning of a drake-skin cuirass. Objective #3: Branda Rumble asked you to make a drake-skin cuirass to prove your skill at tailoring. Branda Rumble is at Ost Guruth, the Ruin-hold in the Lone-lands.								
	The Will of the Iron, Part I	10	Eckill, Dringlinn, Mosco Bracegirdle, Novice Metalsmith, Tom Thornwell	Tier 2	—	—	—	—
OBJECTIVES: Your skill as a Metalsmith has improved, but you still have much to learn. Objective #1: You have been told to speak with Glasi Ironhand in Thorin's Hall, for he is a Metalsmith of great skill and can further your training in the art. Glasi Ironhand is by the forges within Thorin's Hall, in Ered Luin.								
	The Will of the Iron, Part II	20	Eckill, Dringlinn, Mosco Bracegirdle, Novice Metalsmith, Tom Thornwell	Tier 3	—	—	—	—
OBJECTIVES: You have achieved great progress in the art of metalworking, but you have not yet matched your potential. Objective #1: A Novice Metalworker suggested you return to Glasi Ironhand to further your training. Glasi Ironhand is at the forges inside Thorin's Hall, in Ered Luin. Objective #2: Glasi has asked you to fashion a Featherweight Shield for him to examine and has given you the appropriate recipe. The Dwarf also included his notes on the process. Glasi Ironhand is at the forges inside Thorin's Halls, in Ered Luin. Objective #3: Glasi has asked you to fashion a Featherweight Shield for him to examine and has given you the appropriate recipe to make one. The Dwarf also included his notes on the process. Glasi Ironhand is at the forges inside Thorin's Hall, in Ered Luin.								
	The Will of the Iron, Part III	30	Eckill, Dringlinn, Mosco Bracegirdle, Novice Metalsmith, Tom Thornwell	Tier 2	—	—	—	Amber for Othrikar
OBJECTIVES: You bend metal to your will and command it to defend those who need defending, but still you have not mastered the art. Objective #1: A Novice Metalsmith asked you to speak with Ottar about learning his metalsmithing techniques and acquiring a superior place at which you can work. Ottar is in the mining-town of Othrikar, in the North Downs.								
	The Will of the Iron, Part IV	40	Molda	Tier 3	—	—	The Will of the Iron, Part III, Amber for Othrikar	—
OBJECTIVES: Your ability to bend and shape metals to your will astounds those who have not also toiled by the heat of the flames. Objective #1: You have been told to speak with Birrungur Blacksteel if you wish to develop even greater techniques of metalsmithing. Birrungur Blacksteel, the master Metalsmith, is at Thorenhad, the camp of the sons of Elrond in the Trollshaws. Objective #2: Birrungur has asked you to fashion a Steadfast Helm for him to judge. Birrungur Blacksteel gave you his notes on the creation of a Steadfast Helm. Objective #3: Birrungur Blacksteel is waiting for you to fashion a Steadfast Helm so he can judge its quality. Birrungur Blacksteel is at Thorenhad, the camp of the sons of Elrond, in the Trollshaws.								
	Verity Tyne Has Lost Her Ring	15	Verity Tyne	Tier 2	Tier 3	Copper Ore, Course Flour	—	—
OBJECTIVES: Verity Tyne has lost the amethyst ring given to her by her husband Barton, and she is beside herself with worry that he will find out. Objective #1: Verity Tyne has asked for you to find a jeweller willing to make her an amethyst ring to replace the wedding ring she lost. Verity Tyne is by her home on the south side of Bree. Objective #2: Verity Tyne has asked for you to find a jeweller willing to make her an amethyst ring to replace the wedding ring she lost. Verity Tyne is by her home on the south side of Bree.								
	Weapons for Leighton Howard	10	Leighton Howard	Tier 2	Tier 5	Tin Ore, Aged Scrap of Text	—	—
OBJECTIVES: Leighton Howard has asked you to obtain some weapons of bronze with which he can defend his family. Objective #1: Leighton has asked you to obtain a bronze axe and two bronze blades for him, because the local Weaponsmiths are charging too much for him to pay, and he needs them to protect his family. Leighton Howard is in the town of Combe, in Bree-land. Objective #2: Leighton has asked you to obtain a bronze axe and two bronze blades for him, because the local Weaponsmiths are charging too much for him to pay, and he needs them to protect his family. Leighton Howard is in the town of Combe, in Bree-land.								

CRAFTING QUESTS

Quest Symbol	Name	Lvl	Quest Giver	Experience Reward	Money Reward	Treasure Reward	Required Quests	Next Quest
	The Will of the Iron, Part III	30	Ekill, Dringlinn, Mosco Bracegirdle, Novice Metalsmith, Tom Thornwell	Tier 2	—	—	—	Amber for Othrikar
OBJECTIVES: You bend metal to your will and command it to defend those who need defending, but still you have not mastered the art. Objective #1: A Novice Metalsmith asked you to speak with Ottar about learning his metalsmithing techniques and acquiring a superior place at which you can work. Ottar is in the mining-town of Othrikar, in the North Downs.								
	The Will of the Iron, Part IV	40	Molda	Tier 3	—	—	The Will of the Iron, Part III, Amber for Othrikar	—
OBJECTIVES: Your ability to bend and shape metals to your will astounds those who have not also toiled by the heat of the flames. Objective #1: You have been told to speak with Birrungur Blacksteel if you wish to develop even greater techniques of metalsmithing. Birrungur Blacksteel, the master Metalsmith, is at Thorenhad, the camp of the sons of Elrond in the Trollshaws. Objective #2: Birrungur has asked you to fashion a Steadfast Helm for him to judge. Birrungur Blacksteel gave you his notes on the creation of a Steadfast Helm. Objective #3: Birrungur Blacksteel is waiting for you to fashion a Steadfast Helm so he can judge its quality. Birrungur Blacksteel is at Thorenhad, the camp of the sons of Elrond, in the Trollshaws.								

Deeds

DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Adorable	1	Reputation	Emote	—	There are those who just seem to have a cuddly aura about them.
Alluring	1	Reputation	Emote	—	There are those individuals with mysterious qualities that others find quite alluring.
Ally of Ered Luin	5	Reputation	Ered Luin	Tier 3	Complete 10 quests in Ered Luin.
Angmarim-slayer	41	Slayer	Angmar	Tier 3	Defeat Angmarim in Angmar.
Angmarim-slayer (Advanced)	41	Slayer	Angmar	Tier 4	Defeat many Angmarim in Angmar.
Barghest-slayer	15	Slayer	Bree-land	Tier 3	The vile barghests, bred down from wild hounds and twisted to evil by the Dark Lord Sauron, often range where the Dead roam. You are called to drive the barghests from the Barrow-downs.
Barghest-slayer (Advanced)	120	Slayer	Bree-land	Tier 4	The vile barghests, bred down from wild hounds and twisted to evil by the Dark Lord Sauron, often range where the Dead roam. You are called to drive the barghests from the Barrow-downs.
Bastions of Hope	30	Explorer	Angmar	Tier 3	Even in the blasted wastes of Angmar, there remain a few small bastions of resistance and valour to strive against the darkness. These outposts and camps lie hidden and well-defended in the hills of this dark land, lending aid to those who would take up arms against the powers in Carn Dûm.
Bear-slayer	35	Slayer	Misty Mountains	Tier 3	Defeat bears in the Misty Mountains.
Bear-slayer (Advanced)	35	Slayer	Misty Mountains	Tier 4	Defeat many bears in the Misty Mountains.
Befuddling	1	Reputation	Emote	—	Some people just seem to talk in riddles all the time. Whether they mean to do so or not varies.
Beloved	1	Reputation	Emote	—	Many are those who seek true love—few are those who find it.
Blackarrow-slayer Tier 1	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-blackarrows in the Ettenmoors.
Blackarrow-slayer Tier 2	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-blackarrows in the Ettenmoors.
Blackarrow-slayer Tier 3	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-blackarrows in the Ettenmoors.
Blackarrow-slayer Tier 4	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-blackarrows in the Ettenmoors.
Blackarrow-slayer Tier 5	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-blackarrows in the Ettenmoors.
Bog-lurker Slayer	19	Slayer	Lone-lands	Tier 3	Defeat bog-lurkers in the Lone-lands.
Bog-lurker Slayer (Advanced)	19	Slayer	Lone-lands	Tier 4	Defeat many bog-lurkers in the Lone-lands.



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Breakfast Expert	1	Reputation	—	Tier 2	Breakfast is the most important meal of the day—and you believe in starting the day right.
Bree-land Adventurer	5	Reputation	Bree-land	Tier 3	Danger presses upon Bree-land from all sides, foreshadowing the ascension of a great darkness. You are called to stand against the Shadow. Your efforts on behalf of Bree-land will be rewarded.
Bree-land Adventurer (Advanced)	8	Reputation	Bree-land	Tier 3	Danger presses upon Bree-land from all sides, foreshadowing the ascension of a great darkness. You are called to stand against the Shadow. Your continued efforts on behalf of Bree-land will be rewarded.
Bree-land Adventurer (Final)	12	Reputation	Bree-land	Tier 3	Danger presses upon Bree-land from all sides, foreshadowing the ascension of a great darkness. You are called to stand against the Shadow. Your extraordinary efforts on behalf of Bree-land will be rewarded.
Bree-land Woodsman	15	Slayer	Bree-land	Tier 3	Legends of the Old Forest abound. It is a place of fear and malevolent spirit. Some dark will fills the trees with a hatred of all that goes on two legs. It is up to you to quell the Forest's malevolent spirit.
Bree-land Woodsman (Advanced)	15	Slayer	Bree-land	Tier 4	Legends of the Old Forest abound. It is a place of fear and malevolent spirit. Some dark will fills the trees with a hatred of all that goes on two legs. It is up to you to quell the Forest's malevolent spirit.
Brigand-slayer	5	Slayer	Bree-land	Tier 3	Many bands of brigands roam the wilds of Bree-land, waylaying travellers and bullying the inhabitants of Bree and the towns surrounding it. It is up to you to counter the threat the brigands pose to the inhabitants of Bree-land.
Brigand-slayer	9	Slayer	Ered Luin	Tier 3	Defeat brigands in Ered Luin.
Brigand-slayer	5	Slayer	Shire	Tier 3	Defeat brigands in the Shire.
Brigand-slayer (Advanced)	5	Slayer	Bree-land	Tier 4	Many bands of brigands roam the wilds of Bree-land, waylaying travellers and bullying the inhabitants of Bree and the towns surrounding it. It is up to you to counter the threat the brigands pose to the inhabitants of Bree-land.
Brigand-slayer (Advanced)	9	Slayer	Ered Luin	Tier 4	Defeat many brigands in Ered Luin.
Brigand-slayer (Advanced)	5	Slayer	Shire	Tier 4	Defeat many brigands in the Shire.
Burglar Slayer Tier 1	50	Slayer	Ettenmoors	—	Slaughter Burglars in the Ettenmoors!
Burglar Slayer Tier 2	50	Slayer	Ettenmoors	—	Slaughter Burglars in the Ettenmoors!
Burglar Slayer Tier 3	50	Slayer	Ettenmoors	—	Slaughter Burglars in the Ettenmoors!
Burglar Slayer Tier 4	50	Slayer	Ettenmoors	—	Slaughter Burglars in the Ettenmoors!
Burglar Slayer Tier 5	50	Slayer	Ettenmoors	—	Slaughter Burglars in the Ettenmoors!
Captain Slayer Tier 1	50	Slayer	Ettenmoors	—	Slaughter Captains in the Ettenmoors!
Captain Slayer Tier 2	50	Slayer	Ettenmoors	—	Slaughter Captains in the Ettenmoors!
Captain Slayer Tier 3	50	Slayer	Ettenmoors	—	Slaughter Captains in the Ettenmoors!
Captain Slayer Tier 4	50	Slayer	Ettenmoors	—	Slaughter Captains in the Ettenmoors!
Captain Slayer Tier 5	50	Slayer	Ettenmoors	—	Slaughter Captains in the Ettenmoors!
Carnivore	1	Reputation	—	Tier 2	Green, leafy vegetables hold no interest for you. Only fresh meat provides proper sustenance.
Champion Slayer Tier 1	50	Slayer	Ettenmoors	—	Slaughter Champions in the Ettenmoors!
Champion Slayer Tier 2	50	Slayer	Ettenmoors	—	Slaughter Champions in the Ettenmoors!
Champion Slayer Tier 3	50	Slayer	Ettenmoors	—	Slaughter Champions in the Ettenmoors!
Champion Slayer Tier 4	50	Slayer	Ettenmoors	—	Slaughter Champions in the Ettenmoors!
Champion Slayer Tier 5	50	Slayer	Ettenmoors	—	Slaughter Champions in the Ettenmoors!
Conqueror of the Towers	50	Slayer	Ettenmoors	Tier 2	Two towers stand guard over the lands of the Ettenmoors. Slaughter the Marshals of the Free People who command them!

DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Conqueror of Tol Ascarnen	50	Slayer	Ettenmoors	Tier 2	Slaughter the Marshals of the Free People who command Tol Ascarnen!
Conquest of Dâr-gazag	50	Slayer	Ettenmoors	Tier 2	The Enemy's forces in the field are led by a number of Chieftans. Defeating them all will weaken the morale of their forces, and deny them leadership.
Conquest of Ringdyr	50	Slayer	Ettenmoors	Tier 2	Slaughter the Marshals of the Free People who command Ringdyr!
Conquest of the Towers	50	Slayer	Ettenmoors	Tier 2	Two strong towers oversee the defences of the Ettenmoors, defeat the enemy chieftains inhabiting these towers!
Conquest of Tol Ascarnen	50	Slayer	Ettenmoors	Tier 2	Defeat the enemy Chieftains controlling the fortress of Tol Ascarnen!
Crawler-slayer	35	Slayer	Trollshaws	Tier 3	Defeat crawlers in the Trollshaws.
Crawler-slayer (Advanced)	35	Slayer	Trollshaws	Tier 4	Defeat many crawlers in the Trollshaws.
Deeds in the Wilderness	40	Reputation	Trollshaws	Tier 3	Undertake quests within the Trollshaws.
Deeds in the Wilderness (Advanced)	42	Reputation	Trollshaws	Tier 3	Complete additional quests within the Trollshaws.
Deeds in the Wilderness (Final)	44	Reputation	Trollshaws	Tier 3	Complete most quests within the Trollshaws.
Defences of the Lone-lands	17	Explorer	Lone-lands	Tier 3	The Lone-lands were once host to a string of forts and towers that guarded the roads against the incursions of Angmar and Rhudaur. Long ago, they fell into ruin with the defeat of the North Kingdom.
Defender of Ered Luin	7	Reputation	Ered Luin	Tier 3	Complete 20 Ered Luin quests.
Dull	1	Reputation	Emote	—	There are those with the mysterious ability to bring any conversation to a grinding halt.
Dwarf-killer Tier 1	50	Slayer	Ettenmoors	—	Defeat Dwarf-players battling in the Ettenmoors.
Dwarf-killer Tier 2	50	Slayer	Ettenmoors	—	Defeat Dwarf-players battling in the Ettenmoors.
Dwarf-killer Tier 3	50	Slayer	Ettenmoors	—	Defeat Dwarf-players battling in the Ettenmoors.
Dwarf-killer Tier 4	50	Slayer	Ettenmoors	—	Defeat Dwarf-players battling in the Ettenmoors.
Dwarf-killer Tier 5	50	Slayer	Ettenmoors	—	Defeat Dwarf-players battling in the Ettenmoors.
Elf-killer Tier 1	50	Slayer	Ettenmoors	—	Defeat Elf-players battling in the Ettenmoors.
Elf-killer Tier 2	50	Slayer	Ettenmoors	—	Defeat Elf-players battling in the Ettenmoors.
Elf-killer Tier 3	50	Slayer	Ettenmoors	—	Defeat Elf-players battling in the Ettenmoors.
Elf-killer Tier 4	50	Slayer	Ettenmoors	—	Defeat Elf-players battling in the Ettenmoors.
Elf-killer Tier 5	50	Slayer	Ettenmoors	—	Defeat Elf-players battling in the Ettenmoors.
Elf-ruins Exploration	8	Explorer	Ered Luin	Tier 3	Explore the old places left behind by the Elves as they abandoned Edhelion and moved further south to Duillond.
Fire-breather	1	Reputation	Emote	—	Some folk just enjoy the adulation of an audience.
Flowers of the Old Forest	1	Lore	Bree-land	Tier 3	Old tales tell of eight entwines who passed from the south into the Old Forest, never to be seen again. Could they be true?
Garth Agarwen Exploration	35	Explorer	Lone-lands	Tier 3	Garth Agarwen lies in the northeast hills of the Lone-lands. Once a great fortress of the ancient kingdoms, rumours say that it has become a stronghold of corruption and evil.
Gaunt-Man Slayer	19	Slayer	Lone-lands	Tier 3	Defeat Gaunt-men in the Lone-lands.
Gaunt-Man Slayer (Advanced)	19	Slayer	Lone-lands	Tier 4	Defeat many Gaunt-men in the Lone-lands.
Giant-slayer	44	Slayer	Misty Mountains	Tier 3	Defeat giants in the Misty Mountains.
Giant-slayer	44	Slayer	Trollshaws	Tier 3	Defeat giants in the Trollshaws.
Giant-slayer (Advanced)	44	Slayer	Misty Mountains	Tier 4	Defeat many giants in the Misty Mountains.
Giant-slayer (Advanced)	44	Slayer	Trollshaws	Tier 4	Defeat many giants in the Trollshaws.



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Gift from the War-tyrant	50	Reputation	Ettenmoors	—	Only by completing the tasks assigned to you by Uglash can you earn the favor of War-tyrant Akúlhun. Objective #1: Complete missions for Uglash. Objective #2: The War-tyrant now has a gift to bestow upon you. Speak with War-tyrant Akúlhun at Gramsfoot.
Goblin-slayer	5	Slayer	Ered Luin	Tier 3	Defeat goblins in Ered Luin.
Goblin-slayer	14	Slayer	Lone-lands	Tier 3	Defeat goblins in the Lone-lands.
Goblin-slayer	21	Slayer	North Downs	Tier 3	Defeat goblins in North Downs.
Goblin-slayer	5	Slayer	Shire	Tier 3	Defeat goblins in the Shire.
Goblin-slayer (Advanced)	5	Slayer	Ered Luin	Tier 4	Defeat many goblins in Ered Luin.
Goblin-slayer (Advanced)	14	Slayer	Lone-lands	Tier 4	Defeat many goblins in the Lone-lands.
Goblin-slayer (Advanced)	21	Slayer	North Downs	Tier 4	Defeat many goblins in North Downs.
Goblin-slayer (Advanced)	5	Slayer	Shire	Tier 4	Defeat many goblins in the Shire.
Grimwood Travel Tier 1	50	Reputation	Ettenmoors	—	Service to the master of Grimwood will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Grimwood!
Grimwood Travel Tier 2	50	Reputation	Ettenmoors	—	Service to the master of Grimwood will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Grimwood!
Grimwood Travel Tier 3	50	Reputation	Ettenmoors	—	Service to the master of Grimwood will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Grimwood!
Guardian Slayer Tier 1	50	Slayer	Ettenmoors	—	Slaughter Guardians in the Ettenmoors!
Guardian Slayer Tier 2	50	Slayer	Ettenmoors	—	Slaughter Guardians in the Ettenmoors!
Guardian Slayer Tier 3	50	Slayer	Ettenmoors	—	Slaughter Guardians in the Ettenmoors!
Guardian Slayer Tier 4	50	Slayer	Ettenmoors	—	Slaughter Guardians in the Ettenmoors!
Guardian Slayer Tier 5	50	Slayer	Ettenmoors	—	Slaughter Guardians in the Ettenmoors!
Harassed	1	Reputation	Emote	—	The world is filled with those who are less well off than ourselves.
Harvest-fly Slayer	5	Slayer	Shire	Tier 3	Defeat harvest-flies in the Shire.
Harvest-fly Slayer (Advanced)	5	Slayer	Shire	Tier 4	Defeat many harvest-flies in the Shire.
Helpful	1	Reputation	Emote	—	Some people just like to help out.
Hendroval-slayer	5	Slayer	Ered Luin	Tier 3	Defeat hendreval in Ered Luin.
Hendroval-slayer (Advanced)	5	Slayer	Ered Luin	Tier 4	Defeat many hendreval in Ered Luin.
Hero	1	Reputation	Emote	—	Some people demand respect—while others work to earn it.
Hero of Ered Luin	10	Reputation	Ered Luin	Tier 4	Complete 30 Ered Luin quests.
Hobbit-killer Tier 1	50	Slayer	Ettenmoors	—	Defeat Hobbit-players battling in the Ettenmoors.
Hobbit-killer Tier 2	50	Slayer	Ettenmoors	—	Defeat Hobbit-players battling in the Ettenmoors.
Hobbit-killer Tier 3	50	Slayer	Ettenmoors	—	Defeat Hobbit-players battling in the Ettenmoors.
Hobbit-killer Tier 4	50	Slayer	Ettenmoors	—	Defeat Hobbit-players battling in the Ettenmoors.
Hobbit-killer Tier 5	50	Slayer	Ettenmoors	—	Defeat Hobbit-players battling in the Ettenmoors.
Hunter Slayer Tier 1	50	Slayer	Ettenmoors	—	Slaughter Hunters in the Ettenmoors!
Hunter Slayer Tier 2	50	Slayer	Ettenmoors	—	Slaughter Hunters in the Ettenmoors!
Hunter Slayer Tier 3	50	Slayer	Ettenmoors	—	Slaughter Hunters in the Ettenmoors!
Hunter Slayer Tier 4	50	Slayer	Ettenmoors	—	Slaughter Hunters in the Ettenmoors!



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Hunter Slayer Tier 5	50	Slayer	Ettenmoors	—	Slaughter Hunters in the Ettenmoors!
Infuriating	1	Reputation	Emote	—	Some people are merely annoying, while others really know how to get under your skin.
Insulted	1	Reputation	Emote	—	Sticks and stones may break my bones, but words will never hurt me...that is unless they are part of some spell—those can sting.
Intimidating	1	Reputation	Emote	—	While great size and strength can be intimidating, attitude can also take you a long way.
Isendeep Travel Tier 1	50	Reputation	Ettenmoors	—	Service to the master of Isendeep will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Isendeep!
Isendeep Travel Tier 2	50	Reputation	Ettenmoors	—	Service to the master of Isendeep will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Isendeep!
Isendeep Travel Tier 3	50	Reputation	Ettenmoors	—	Service to the master of Isendeep will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Isendeep!
Juggler	1	Reputation	Emote	—	The ability to amuse your friends is a skill worth cultivating.
Kill the Enemy's Leaders!	1	Slayer	Ettenmoors	—	Find and defeat the leaders of the Free Peoples.
Lore of the Cardolan Prince	14	Lore	Bree-land	Tier 3	Find pages of the Journal of Cardolan lost within the Barrow-downs.
Lore-master Slayer Tier 1	50	Slayer	Ettenmoors	—	Slaughter Lore-masters in the Ettenmoors!
Lore-master Slayer Tier 2	50	Slayer	Ettenmoors	—	Slaughter Lore-masters in the Ettenmoors!
Lore-master Slayer Tier 3	50	Slayer	Ettenmoors	—	Slaughter Lore-masters in the Ettenmoors!
Lore-master Slayer Tier 4	50	Slayer	Ettenmoors	—	Slaughter Lore-masters in the Ettenmoors!
Lore-master Slayer Tier 5	50	Slayer	Ettenmoors	—	Slaughter Lore-masters in the Ettenmoors!
Lugazag Tower Travel Tier 1	50	Reputation	Ettenmoors	—	Service to the master of Lugazag will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Lugazag!
Lugazag Tower Travel Tier 2	50	Reputation	Ettenmoors	—	Service to the master of Lugazag will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Lugazag!
Lugazag Tower Travel Tier 3	50	Reputation	Ettenmoors	—	Your service to the master of Lugazag is rewarded! Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Lugazag!
Man-killer Tier 1	50	Slayer	Ettenmoors	—	Defeat players of the race of Men.
Man-killer Tier 2	50	Slayer	Ettenmoors	—	Defeat players of the race of Men.
Man-killer Tier 3	50	Slayer	Ettenmoors	—	Defeat players of the race of Men.
Man-killer Tier 4	50	Slayer	Ettenmoors	—	Defeat players of the race of Men.
Man-killer Tier 5	50	Slayer	Ettenmoors	—	Defeat players of the race of Men.
Marching into Shadow	42	Reputation	Angmar	Tier 3	Undertake quests within Angmar.
Marching into Shadow (Advanced)	44	Reputation	Angmar	Tier 3	Complete additional quests within Angmar.
Marching into Shadow (Final)	46	Reputation	Angmar	Tier 3	Complete most quests within Angmar.
Minstrel Slayer Tier 1	50	Slayer	Ettenmoors	—	Slaughter Minstrels in the Ettenmoors!
Minstrel Slayer Tier 2	50	Slayer	Ettenmoors	—	Slaughter Minstrels in the Ettenmoors!
Minstrel Slayer Tier 3	50	Slayer	Ettenmoors	—	Slaughter Minstrels in the Ettenmoors!
Minstrel Slayer Tier 4	50	Slayer	Ettenmoors	—	Slaughter Minstrels in the Ettenmoors!
Minstrel Slayer Tier 5	50	Slayer	Ettenmoors	—	Slaughter Minstrels in the Ettenmoors!



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Monster Slayer Tier 1	50	Slayer	Ettenmoors	Tier 2	Stem the tides of Darkness in the Ettenmoors!
Monster Slayer Tier 2	50	Slayer	Ettenmoors	Tier 2	Stem the tides of Darkness in the Ettenmoors!
Monster Slayer Tier 3	50	Slayer	Ettenmoors	Tier 2	Stem the tides of Darkness in the Ettenmoors!
Monster Slayer Tier 4	50	Slayer	Ettenmoors	Tier 2	Stem the tides of Darkness in the Ettenmoors!
Monster Slayer Tier 5	50	Slayer	Ettenmoors	Tier 2	Stem the tides of Darkness in the Ettenmoors!
Monster Slayer Tier 6	50	Slayer	Ettenmoors	Tier 2	Stem the tides of Darkness in the Ettenmoors!
Monster Slayer Tier 7	50	Slayer	Ettenmoors	Tier 2	Stem the tides of Darkness in the Ettenmoors!
Naughty	1	Reputation	Emote	—	Some folks just cannot seem to behave themselves.
Neekerbreaker-slayer	5	Slayer	Bree-land	Tier 3	The Midgewater Marshes are home to the neekerbreakers, a variety of annoying insect that has recently become hostile, following the passage of Black Riders from the East. You are called to halt the plague of neekerbreakers.
Neekerbreaker-slayer (Advanced)	5	Slayer	Bree-land	Tier 4	The Midgewater Marshes are home to the neekerbreakers, a variety of annoying insect that has recently become hostile, following the passage of Black Riders from the East. You are called to halt the plague of neekerbreakers.
No Place for Spoiled Pies	1	Reputation	Shire	Tier 3	Recover Holly Hornblower's spoiled pies. Objective #1: Holly is waiting to thank you for retrieving her spoiled pies from all throughout the Shire. Holly Hornblower is north of Hobbiton's main square.
Of Glories Long Past	25	Reputation	North Downs	Tier 3	Undertake quests within the North Downs.
Of Glories Long Past (Advanced)	27	Reputation	North Downs	Tier 3	Complete additional quests within the North Downs.
Of Glories Long Past (Final)	29	Reputation	North Downs	Tier 3	Complete virtually all quests within the North Downs.
Orc-slayer	40	Slayer	Angmar	Tier 3	Defeat orcs in Angmar.
Orc-slayer	14	Slayer	Bree-land	Tier 3	A company of orcs has passed into Bree-land from the North Downs, ravaging the countryside and razing farms. The advance of the orcs out of the North must be brought to a halt.
Orc-slayer	14	Slayer	Lone-lands	Tier 3	Defeat orcs in the Lone-lands.
Orc-slayer	22	Slayer	North Downs	Tier 3	Defeat orcs in North Downs.
Orc-slayer (Advanced)	40	Slayer	Angmar	Tier 4	Defeat many orcs in Angmar.
Orc-slayer (Advanced)	14	Slayer	Bree-land	Tier 4	A company of orcs has passed into Bree-land from the North Downs, ravaging the countryside and razing farms. The advance of the orcs out of the North must be brought to a halt.
Orc-slayer (Advanced)	14	Slayer	Lone-lands	Tier 4	Defeat many orcs in the Lone-lands.
Orc-slayer (Advanced)	22	Slayer	North Downs	Tier 4	Defeat many orcs in North Downs.
Peril of the Mountains	40	Reputation	Misty Mountains	Tier 3	Perform valiant deeds within the snows of the Misty Mountains.
Peril of the Mountains (Advanced)	42	Reputation	Misty Mountains	Tier 3	Perform more valiant deeds within the snows of the Misty Mountains.
Peril of the Mountains (Final)	44	Reputation	Misty Mountains	Tier 3	Perform many valiant deeds within the snows of the Misty Mountains.
Pie Maven	1	Reputation	—	Tier 2	There are those who consider themselves knowledgeable in the ways of magic or warfare. You, on the other hand, know a great deal about pies.
Places of the Dwarves	5	Explorer	Ered Luin	Tier 2	Explore the places and settlements held by the Dwarves of the Blue Mountains.
Rath Teraig Exploration	10	Explorer	Ered Luin	Tier 3	Explore the dark valley of Rath Teraig.
Reaver-slayer Tier 1	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-reavers in the Ettenmoors.
Reaver-slayer Tier 2	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-reavers in the Ettenmoors
Reaver-slayer Tier 3	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-reavers in the Ettenmoors



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Reaver-slayer Tier 4	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-reavers in the Ettenmoors
Reaver-slayer Tier 5	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-reavers in the Ettenmoors.
Redeemer	22	Slayer	North Downs	Tier 3	Defeat shades in North Downs.
Redeemer (Advanced)	22	Slayer	North Downs	Tier 4	Defeat many shades in North Downs.
Restoring the Quick Post	12	Reputation	Shire	Tier 3	Restore the good name of the Quick Post service. Objective #1: The Quick Post service is responsible for more than a dozen mail routes throughout the Shire. If its good name is to be restored, you will need to help deliver mail at each of its routes. Objective #2: Thanks to your efforts, the Quick Post has regained its reputation for speedy delivery of the mail. Postmaster Proudfoot will be delighted to hear of all you have done. Postmaster Proudfoot is in Michel Delving, near the Town Hole.
Ridiculed	1	Reputation	Emote	—	If you cannot say anything nice, do not say anything at all. Alas, some people never learned that lesson.
Ruins of the Misty Mountains	40	Explorer	Misty Mountains	Tier 3	There are not many ruins to be found in the Misty Mountains, for few indeed are those willing to build anything of note in such an inhospitable environment. Those that are to be found here were built long ago by the Dwarves.
Ruins of the Trollshaws	35	Explorer	Trollshaws	Tier 3	These lands once were the eastern extent of the old kingdom of Rhudaur. They have lain in ruins for many long years now and most are inhabited only by wild beasts—or horrid creatures that have crawled more recently out of the depths of Angmar.
Scouting the Dourhands	10	Explorer	Ered Luin	Tier 3	Search out the strongholds of the Dourhand brigands.
Shaman-slayer Tier 1	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-shamans in the Ettenmoors.
Shaman-slayer Tier 2	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-shamans in the Ettenmoors.
Shaman-slayer Tier 3	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-shamans in the Ettenmoors.
Shaman-slayer Tier 4	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-shamans in the Ettenmoors.
Shaman-slayer Tier 5	50	Slayer	Ettenmoors	Tier 2	Stem the tide of orc-shamans in the Ettenmoors.
Shire Brew-master	1	Reputation	Shire	—	Preparations for the Four Farthings Brewing-moot are complete!
Sicklefly-slayer	9	Slayer	Bree-land	Tier 3	With the passing of Black Riders from the East, the disease-bearing sickle-flies of the Midgewater Marshes have begun to breed more rapidly, threatening to spread contagion among the inhabitants of Bree-land. You are tasked with ending the threat of the sickle-flies' plague.
Sicklefly-slayer (Advanced)	9	Slayer	Bree-land	Tier 4	With the passing of Black Riders from the East, the disease-bearing sickle-flies of the Midgewater Marshes have begun to breed more rapidly, threatening to spread contagion among the inhabitants of Bree-land. You are tasked with ending the threat of the sickle-flies' plague.
Slay Enemies of Angmar Tier 1	50	Slayer	Ettenmoors	—	Find and defeat players who dare contest the power of Angmar.
Slay Enemies of Angmar Tier 2	50	Slayer	Ettenmoors	—	Find and defeat players who dare contest the power of Angmar.
Slay Enemies of Angmar Tier 3	50	Slayer	Ettenmoors	—	Find and defeat players who dare contest the power of Angmar.
Slay Enemies of Angmar Tier 4	50	Slayer	Ettenmoors	—	Find and defeat players who dare contest the power of Angmar.
Slay Enemies of Angmar -Tier 5	50	Slayer	Ettenmoors	—	Find and defeat players who dare contest the power of Angmar.
Slay Enemies of Angmar Tier 6	50	Slayer	Ettenmoors	—	Find and defeat players who dare contest the power of Angmar.
Slay Enemies of Angmar Tier 7	50	Slayer	Ettenmoors	—	Find and defeat players who dare contest the power of Angmar.
Slug-slayer	5	Slayer	Shire	Tier 3	Defeat slugs in The Shire.
Slug-slayer (Advanced)	5	Slayer	Shire	Tier 4	Defeat many slugs in The Shire.



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Snow-beast-slayer	34	Slayer	Misty Mountains	Tier 3	Defeat snow-beasts in the Misty Mountains.
Snow-beast-slayer (Advanced)	34	Slayer	Misty Mountains	Tier 4	Defeat many snow-beasts in the Misty Mountains.
Spider-slayer	5	Slayer	Bree-land	Tier 3	Strange, monstrous spiders have crept into Bree-land from the dark corners of Mirkwood, beyond the Misty Mountains in the east. Your courage will be tested against the spider infestation spreading through the forests and marshes of Bree-land.
Spider-slayer	9	Slayer	Ered Luin	Tier 3	Defeat spiders in Ered Luin.
Spider-slayer	14	Slayer	Lone-lands	Tier 3	Defeat spiders in the Lone-lands.
Spider-slayer	5	Slayer	Shire	Tier 3	Defeat spiders in The Shire.
Spider-slayer (Advanced)	5	Slayer	Bree-land	Tier 4	Strange, monstrous spiders have crept into Bree-land from the dark corners of Mirkwood, beyond the Misty Mountains in the east. Your courage will be tested against the spider infestation spreading through the forests and marshes of Bree-land.
Spider-slayer (Advanced)	9	Slayer	Ered Luin	Tier 4	Defeat many spiders in Ered Luin.
Spider-slayer (Advanced)	14	Slayer	Lone-lands	Tier 4	Defeat many spiders in the Lone-lands.
Spider-slayer (Advanced)	5	Slayer	Shire	Tier 4	Defeat many spiders in The Shire.
Stalker-slayer Tier 1	50	Slayer	Ettenmoors	Tier 2	Stem the tide of warg-stalkers in the Ettenmoors.
Stalker-slayer Tier 2	50	Slayer	Ettenmoors	Tier 2	Stem the tide of warg-stalkers in the Ettenmoors.
Stalker-slayer Tier 3	50	Slayer	Ettenmoors	Tier 2	Stem the tide of warg-stalkers in the Ettenmoors.
Stalker-slayer Tier 4	50	Slayer	Ettenmoors	Tier 2	Stem the tide of warg-stalkers in the Ettenmoors
Stalker-slayer Tier 5	50	Slayer	Ettenmoors	Tier 2	Stem the tide of warg-stalkers in the Ettenmoors
Strongholds Exploration	32	Explorer	North Downs	Tier 2	Spy out the orc and goblin-strongholds in the North Downs
Sword Salute	1	Reputation	Emote	—	There are those whose military bearing commands respect.
Tales of the Lonely Road	12	Reputation	Lone-lands	Tier 3	Undertake quests within the Lone-lands.
Tales of the Lonely Road (Advanced)	14	Reputation	Lone-lands	Tier 3	Continue to assist the inhabitants of the Lone-lands.
Tales of the Lonely Road (Final)	16	Reputation	Lone-lands	Tier 3	Continue earning the trust of the inhabitants of the Lone-lands.
The Barrow-downs	15	Explorer	Bree-land	Tier 3	The Barrow-downs are south-west of Bree-town. For many generations the Dúnedain of Cardolan buried their dead within the Downs, until the Great Plague destroyed the last vestiges of Cardolan, and spirits from Angmar claimed the barrows. Now only the most brave—or most foolhardy—dare venture therein.
The Circle of Despair	50	Explorer	Angmar	Tier 2	The ancient fortress of the Witch King of Angmar is rumoured to be surrounded by eight dread towers within which his lieutenants resided during the long war with Arnor, weaving their dread magics there against the forces of the West.
The Eastern Ruins	28	Explorer	North Downs	Tier 2	Many ruins lie forgotten in lands east of the Baranduin. Explore them and determine if they have fallen into the hands of the Enemy.
The Farms of The Shire	4	Explorer	Shire	Tier 3	Farming represents the heart of The Shire, and farmsteads can be found throughout—the largest of which surround the town of Michael Delving.
The Grimfens	25	Explorer	Lone-lands	Tier 3	The Grimfens are in the south-east extent of the Lone-lands. Travellers have avoided this place for as long as any can remember—and for good reason.
The High Passes	40	Explorer	Misty Mountains	Tier 3	In order to cross the Misty Mountains, travellers have long had to traverse high and treacherous passes, often choked with snow, knife-like winds, and other more aggressive hazards. Seek out these passes and learn the secret ways of the mountains.
The History of the Dúnedain	5	Lore	Bree-land	Tier 3	Explore the history of the Dúnedain rangers of the north.
The Indomitable	14	Reputation	—	Tier 2	Achieve 14th level without falling in battle!
The Life of a Bounder	5	Reputation	Shire	Tier 3	Satisfy the needs of the Shire-folk



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
The Life of a Bounder (Advanced)	7	Reputation	Shire	Tier 3	Continue meeting the needs of the Shire-folk
The Life of a Bounder (Final)	9	Reputation	Shire	Tier 3	Meet the needs of a very large number of Shire-folk.
The Old Forest	10	Explorer	Bree-land	Tier 2	The Old Forest lies on the border between The Shire and Bree-land. For years beyond memory it has been a forbidding place, which Men and Hobbits alike have shunned. Hobbit-tales tell that the trees are aware and can move of their own accord.
The Road to Rivendell	35	Explorer	Trollshaws	Tier 3	The lone winding road through the Trollshaws leads to the last bastion of civilization for a great many leagues. Travellers must take great care while exploring this road however, for it is not well-guarded from the dangers of the wild.
The Road to War	30	Explorer	Angmar	Tier 3	There is a great road that leads through the wastes of Angmar to the very gates of Carn Dûm. It is along this road that the dark armies march forth to bring the Free Peoples of Eriador under the yoke of the Enemy.
The Ruins of Bree-land	10	Explorer	Bree-land	Tier 3	The ruins of old Arnor are scattered all across Bree-land. They remain a constant reminder of the ancient glories of the North Kingdom—and of the evil that destroyed it.
The Sights of the Shire	4	Explorer	Shire	Tier 3	The pastoral peace of the Shire presents travellers with an excellent opportunity to explore its historical and cultural places.
The Undeclared	10	Reputation	—	Tier 2	Achieve 10th level without falling in battle!
The Undying	20	Reputation	—	Tier 2	Achieve 20th level without falling in battle! Be warned—this is your final step along the path of the Survivor.
The Unscathed	17	Reputation	—	Tier 2	Achieve 17th level without falling in battle!
The Villages of the Earth-kin	32	Explorer	North Downs	Tier 2	An odd people calling themselves the Earth-kin have been discovered in the eastern North Downs. Seek out their villages and learn more of them, and whether they be friend or foe.
The Wary	5	Reputation	—	Tier 2	Achieve 10th level without falling in battle!
The Western Ruins	25	Explorer	North Downs	Tier 2	Explore the ruins scattered in and around the Fields of Fornost
Tirith Rhaw Travel Tier 1	50	Reputation	Ettenmoors	—	Service to the master of Tirith Rhaw will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Tirith Rhaw!
Tirith Rhaw Travel Tier 2	50	Reputation	Ettenmoors	—	Service to the master of Tirith Rhaw will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Tirith Rhaw!
Tirith Rhaw Travel Tier 3	50	Reputation	Ettenmoors	—	Service to the master of Tirith Rhaw will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Tirith Rhaw!
Tol Ascarnen Travel Tier 1	50	Reputation	Ettenmoors	—	Service to the master of Tol Ascarnen will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Tol Ascarnen!
Tol Ascarnen Travel Tier 2	50	Reputation	Ettenmoors	—	Service to the master of Tol Ascarnen will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Tol Ascarnen!
Tol Ascarnen Travel Tier 3	50	Reputation	Ettenmoors	—	Service to the master of Tol Ascarnen will result in the ability to find your way to the tower with less effort. Objective #1: War-Tyrant Akúlhun waits your return to Gramsfoot where he will see you rewarded for your service to Tol Ascarnen!
Troll-slayer	41	Slayer	Angmar	Tier 3	Defeat trolls in Angmar.
Troll-slayer	34	Slayer	Misty Mountains	Tier 3	Defeat trolls in the Misty Mountains.
Troll-slayer	28	Slayer	North Downs	Tier 3	Defeat trolls in North Downs.
Troll-slayer	34	Slayer	Trollshaws	Tier 3	Defeat trolls in the Trollshaws.
Troll-slayer (Advanced)	41	Slayer	Angmar	Tier 4	Defeat many trolls in Angmar.
Troll-slayer (Advanced)	34	Slayer	Misty Mountains	Tier 4	Defeat many trolls in the Misty Mountains.



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Troll-slayer (Advanced)	28	Slayer	North Downs	Tier 4	Defeat many trolls in North Downs.
Troll-slayer (Advanced)	34	Slayer	Trollshaws	Tier 4	Defeat many trolls in the Trollshaws.
Tyrants of the Enemy	50	Slayer	Ettenmoors	—	Find and defeat the Tyrants of the forces of the Enemy in the Ettenmoors, ensuring the victory of the armies of the West.
Uruk-slayer	46	Slayer	Angmar	Tier 3	Defeat uruks in Angmar.
Uruk-slayer (Advanced)	46	Slayer	Angmar	Tier 4	Defeat many uruks in Angmar.
Vegetable Master	1	Reputation	—	Tier 2	The flesh of beasts is not to your liking. You show a marked preference for greener fare.
Victorious	1	Reputation	Emote	—	There are those who are born to win and those who are not.
Warg-slayer	42	Slayer	Angmar	Tier 3	Defeat wargs in Angmar.
Warg-slayer	14	Slayer	Lone-lands	Tier 3	Defeat wargs in the Lone-lands.
Warg-slayer	38	Slayer	Misty Mountains	Tier 3	Defeat wargs in the Misty Mountains.
Warg-slayer	23	Slayer	North Downs	Tier 3	Defeat wargs in North Downs.
Warg-slayer (Advanced)	42	Slayer	Angmar	Tier 4	Defeat many wargs in Angmar.
Warg-slayer (Advanced)	14	Slayer	Lone-lands	Tier 4	Defeat many wargs in the Lone-lands.
Warg-slayer (Advanced)	38	Slayer	Misty Mountains	Tier 4	Defeat many wargs in the Misty Mountains.
Warg-slayer (Advanced)	23	Slayer	North Downs	Tier 4	Defeat many wargs in North Downs.
Warleader-slayer Tier 1	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-warleaders in the Ettenmoors.
Warleader-slayer Tier 2	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-warleaders in the Ettenmoors.
Warleader-slayer Tier 3	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-warleaders in the Ettenmoors.
Warleader-slayer Tier 4	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-warleaders in the Ettenmoors.
Warleader-slayer Tier 5	50	Slayer	Ettenmoors	Tier 2	Stem the tide of uruk-warleaders in the Ettenmoors.
Weathertop Exploration	15	Explorer	Lone-lands	Tier 3	Weathertop is in the western half of the Lone-lands. Its proper name of old is Amon Sul, and within it once lay one of the palantiri of the ancient kingdoms.
Weaver-slayer Tier 1	50	Slayer	Ettenmoors	Tier 2	Stem the tide of weavers in the Ettenmoors
Weaver-slayer Tier 2	50	Slayer	Ettenmoors	Tier 2	Stem the tide of weavers in the Ettenmoors
Weaver-slayer Tier 3	50	Slayer	Ettenmoors	Tier 2	Stem the tide of weavers in the Ettenmoors.
Weaver-slayer Tier 4	50	Slayer	Ettenmoors	Tier 2	Stem the tide of weavers in the Ettenmoors.
Weaver-slayer Tier 5	50	Slayer	Ettenmoors	Tier 2	Stem the tide of weavers in the Ettenmoors.
Where Giants Dwell	40	Explorer	Misty Mountains	Tier 3	Travellers have long told tales of the mighty and capricious giants that inhabit the cold peaks of the Misty Mountains; you must seek out their places for yourself however, for there are few who have seen them left to tell you the way.
Wight-slayer	47	Slayer	Angmar	Tier 3	Defeat wights in Angmar.
Wight-slayer	15	Slayer	Bree-land	Tier 3	Long ago, the Barrow-downs fell under a shadow of evil, and the Witch-king sent fell spirits out of Angmar and Rhudaur to stir the bones of the dead which lay beneath the green mounds. Something has disturbed the Dead that Walk, and you must lay their bones to rest.
Wight-slayer	38	Slayer	Trollshaws	Tier 3	Defeat wights in the Trollshaws.
Wight-slayer (Advanced)	47	Slayer	Angmar	Tier 4	Defeat many wights in Angmar.
Wight-slayer (Advanced)	15	Slayer	Bree-land	Tier 4	Long ago, the Barrow-downs fell under a shadow of evil, and the Witch-king sent fell spirits out of Angmar and Rhudaur to stir the bones of the dead which lay beneath the green mounds. Something has disturbed the Dead that Walk, and you must lay their bones to rest.
Wight-slayer (Advanced)	38	Slayer	Trollshaws	Tier 4	Defeat many wights in the Trollshaws.
Wolf-slayer	5	Slayer	Ered Luin	Tier 3	Defeat wolves in Ered Luin.
Wolf-slayer	5	Slayer	Shire	Tier 3	Defeat wolves within The Shire.



DEEDS

Name	Lvl	Type	Location	Experience Reward	Description
Wolf-slayer	34	Slayer	Trollshaws	Tier 3	Defeat wolves in the Trollshaws.
Wolf-slayer (Advanced)	5	Slayer	Ered Luin	Tier 4	Defeat many wolves in Ered Luin.
Wolf-slayer (Advanced)	5	Slayer	Shire	Tier 4	Slay many wolves within The Shire.
Wolf-slayer (Advanced)	34	Slayer	Trollshaws	Tier 4	Defeat many wolves in the Trollshaws.
Worm-slayer	43	Slayer	Angmar	Tier 3	Defeat worms in the swamps and caves of Angmar.
Worm-slayer	38	Slayer	Misty Mountains	Tier 3	Defeat worms in the Misty Mountains.
Worm-slayer	31	Slayer	North Downs	Tier 3	Defeat worms in the North Downs and Ram Duath.
Worm-slayer	38	Slayer	Trollshaws	Tier 3	Defeat worms in the Trollshaws
Worm-slayer (Advanced)	43	Slayer	Angmar	Tier 4	Defeat many worms in the swamps and caves of Angmar.
Worm-slayer (Advanced)	38	Slayer	Misty Mountains	Tier 4	Defeat many worms in the Misty Mountains.
Worm-slayer (Advanced)	31	Slayer	North Downs	Tier 4	Defeat many worms in the North Downs and Ram Duath.
Worm-slayer (Advanced)	38	Slayer	Trollshaws	Tier 4	Defeat many worms in the Trollshaws.



Credits

Turbine

Lead Development

Jeffrey Anderson, CEO
Jeffrey Steefel, Executive Producer
Cardell Kerr, Design Director
Marc Hildenbrand, Game Systems
Engineering Director
Yaming Di, Art Director
Geoff Scott, Director of Audio, Video,
and Visual FX

Production

Kevin Boyle, Senior Producer
Aaron Campbell, International
Associate Producer
Justin Corcoran, Project Manager
Michael S. Jablorn, Associate Producer
Matt Kelly, Associate Producer
Stuart E. Zissu, Live Producer

Art

Rick Schmitz, Art Manager
John Lindemuth, Animation Lead
Harry Teasley, Avatar Lead
Jay Brewer, UI Lead
Ken Brown, Environment Lead

Art Team

Peter Anderson, Brandon Bateman,
Jeanette Chamberlain, Jenny Chau,
Michelle Sullivan Clay, Christopher
Demers, Todd DeMelle, Richard Fournier,
Kristen "Kritter" Griffin, Dan Haard, Sean
Huxter, Kerry James, Mark Lizotte, Jeffrey
Dean Murchie, Michael Richard, Todd
Rueping, Nina Straccialini, Chonny Uth

Design

Ryan Bednar, World Lead
Christopher Clay, Combat Lead
Nikolaus Davidson, Lead System Designer
Allan Maki, Content Lead
Brent Schmidt, Content Lead

Design Team

Brian Aloisio, Laurence Brothers, Matt
Elliott, Elliot Gilman, Ross Glover, Jared
Hall-Dugas, Jesse King, Christopher
Knowles, Jesse Kurlanchek, Jeffrey
Libby, Les Nelken, Daniel Parke, Chris
Pierson, Jonathan Rudder, Paul Simon,
Heather Sinclair, Jared Sorensen,
Darren Sugg

Game Systems Engineering

David Trudeau, Technical Lead

Game Systems Team

Douglas R. Applewhite, Nicholas Dor-
rough, Todd Eckert, Andrew R. Gillis,
Sean Lindskog, Matthew Monas, Mike
Raiter, Jeff Rubin

Audio/Video/VF X Team

Stephen DiGregorio, Audio Lead

Audio-Video Team

Egan Budd, Michael Critz, Jack Dalrymple

VFX Team

Matthew Hoesterey, Sasha Hushvahtov

Technology Platform

Chris Dyl, Chief Technology Officer
Fernando J. Paiz, Director of Game
Technology
Adam Schrader, Technology Product
Manager
Game Technology Engineering
Paul W. Frost III, Tools Lead
Alex Lian, Game Engine Manager
Dan O'Brien, Game Engine Lead

Game Technology Team

Mike Fricker, Rob Getter, Jeff Isselee,
Jeff Johnson, Michael Kujawa, Jeremy
Martin, Greg Pettyjohn, Andrew Reiff,
Rich Skorski

Service Technology Engineering

Eric Bressler, Internal Technologies
Manager
Ray Yu, Application Development
Manager

Service Technology Team

Christopher Bianchi, Rob Johnson, Mark
Joyal, James Kim, Steve McGarry, Brian
Mesick, Dana Reid-Vanas, Uncle Don
Ross, John Spadafora, John Toomey

Operations

Mike Hogan, Vice President of Operations
Kurt Nipp, Executive Director of
Customer Support
Bryant Durrell, Sr. Director of Technical
Operations
Jay Piette, Director of Quality Assurance

Player Support

Shane Kelley, Supervisor
Matt Regnier, Supervisor

Player Support Team

James Barrett, John Ashley Bloodworth,
James Bradford, Peter Daigle, Matthew
Gillis, Christopher Henson, Anthony
Mauricia, Diane Migliaccio, Jamison
Nicosia, Scott Parker, Troy Pruyt, Tom
Shibley, Alisa Zuniga

Quality Assurance

Terry White, Game Production
QA Manager
Peter O'Leary, QA Lead
Mike Seal, Associate QA Lead
Sean Pelkey, Associate QA Lead
Chad Antcil, Service QA Manager
Bob Ferreira, Back Office Systems Lead
Michelle Mangio, Front End QA Lead
David Woodruff, Game Engine QA Lead
Austin Gill, International QA Lead
William Lazzaro, Associate QA Lead,
International

Quality Assurance Team

Thomas Allen, Troy Annichiario, Erik
Bailey, Carlo Bertolino, Justin Brien,
Michael Callahan, Christopher Caron,
Shawn Connor, Brian Cottle, Jared
Edwards, Dante Falcone, Scott Files,
Giuliana Funkhouser, Jeremy Gallagher,
Robert Hess, Matt Hocker, Ayesha Khan,
Dave Kiser, Erin Kiser, Tim Lang, David
Lee, Chris Martin, Catherine Nicoloff,
Daniel Ouellette, Roberto Paiz, Rachel
Partridge, Mark Porzelt, Mike Romatelli,
Carl Savage, Jeff Siadek, Jesse Smith,
Janice Walsh, Timothy Wilkinson

Network Operations

Jay Benesh, Sr. Manager, Network
Operations
Craig Ingemi, IT Manager, Information
Technology
Cheri White, Network Operations
Manager

Network Operations Team

Patrick Bays, George Bieber, Jeremy
Burke, Jon Charette, Kevin Conde, Jamal
Ingram, Darius Kazemi, Dylan Masson,
Neal Moody, John Potter, Kimberly
Regan, Paul Sherman, John St. Laurent,
Vance Walsh, Lindsay Welch

Publishing

Michael Enright, Vice President, Publishing
Judith Hoffman, Executive Director
International PM
Grant Wei, Director of Program
Management
Monica Li, Senior Project Manager,
International
Jennifer Preston, Partner Services
Manager, Europe

Marketing & Business Development

Mark Cullinane, Senior Vice President,
Sales & Marketing
Jerome Lalin, Vice President, Product
Marketing
Jim Drewry, Director, Marketing
Adam Mersky, Director of
Communications
John Golden, Senior Product Marketing
Manager
Meghan Rodberg, OCR Manager
Robert Ferrari, Senior Director, Business
Development
Bill Wang, Business Development
Manager
Nathan Staples, Project Manager

Marketing Team

Evan Goncalo, Lorien Green, Joshua
Hodge, Kristin Kwasek, Steven Moy,
Vanessa Price, Rick Woolford

Administration

Helen Ra, General Counsel
Patricia Lyle, Assistant General Counsel
Peter Faubert, Chief Financial Officer
Val McCue, Director of HR
Angela Ahn, Director of Licensing
Tim Truong, Senior Manager FP&A
Phillip Hoffstein, Controller

Administration Team

Laurie Herbert, Chris Keizer, Shawn
McHatton, Lori Newman, David Red-
mond, Paula Schwenn, Brenda Yorkell

Original Force

Harley Zhao, President & Executive
Producer
Shan Ding, Vice President
Sherry Shen, Project Manager
Pu Hu, Texture Team Manager
Heng Zhang, Art Director
Xiaohui Gao, Technique Director
Ming Li, Sound and Video Director
Wei Zhou, R&D Director
Yongji Yin, CG Animation Director
Yu Liu, CG Rendering Team Leader
Tao Zhong, Animation Leader
Darai Gu, Assistant Producer
Yi Dang, QA Assistant of Animation

Artists

Tao Qu, Hao He, Jing Yang, Haibing
Zeng, Shan Zhong, Zhan Lu, Yu Xiao,
Qinghua Gu, Sheng Ming, Zhiyun Tang,
Yong Ou, Qiankun Zhou, Lili Xia, Jian-
rong Wu, Changju Wu, Chenglun Chu,
Zhengpeng Cai, Ning Zhao, Zhipeng
Wu, Yan Cheng, Junyou Jiang, Shulin
Liu, Ningning Shi, Hui Yao, Lihong Pan,
Zengtao Liu, Hui Jiang, Jing Jiang, Yao
Jiang, Rui Zhang, Li Zhang, Zheng Zhu,
Huiyan Jing, Lu Ge, Jian Yang, Mo Wang,
Guangmin Zhang, Liang Pang

Tolkien Enterprises

Al Bendich, Laurie Battle, Fredrica
Drotos, Juliet Mason, Tom Magnani,
Esq., Sam Benson, Joe Mandragona,
David Bergad